$2.95
COMIC
PRICE
GUIDE

CONTEST: WIN AUTOGRAPHED GOLD BOOKS FROM IMAGE

JACK KIRBY
TRIBUTE ISSUE

COMIC BOOK COLLECTOR

No. 18
June '94
®

THE MOST
COMPLETE MONTHLY
COMIC PRICE GUIDE

FRANK MILLER GETS PERSONAL

Collecting
Original Comic
Art—What You
Should Know

IMAGE'S EXTREME PREJUDICE CROSSOVER AND THE BIRTH OF THE NEWMEN

MASUDA
+
RAPMUND

U.S. $2.95 • Canada $3.50
06
0 09281 01074 6

INTRODUCING

THE PREMIERE EDITION OF MARVEL CARDS.™

the AMAZING SPIDER-MAN®

Face front, true believers, for the premiere edition of Marvel Cards featuring the Amazing Spider-Man. It's the first card series ever highlighting all new artwork of everyone's favorite web-slinger and his entire family of characters from the wild world of Marvel.

- All 150 cards drawn by top Spider-Man artist Mark Bagley.
- Premium quality production, including two-side UV coating.

MARVEL™ CARDS

MARVEL COMICS

TM & © 1994 Marvel Entertainment Group, Inc.
All Rights Reserved.

FLEER®

Produced and distributed exclusively by Fleer Corp.
© 1994 Fleer Corp. Mt. Laurel, NJ 08054.

Don't take chances preserving your valuable comic books.

Get the Only True Acid-Free Backing Boards Available

Thin-X-Tenders™ & Time-X-Tenders™

from Bill Cole Enterprises, Inc.

Beware of Backing Boards Bearing These Descriptions:

Acid-Free at Time of Manufacture
Lab Tested to be Acid-Free
Archival Safe

THEY COULD DESTROY YOUR COMIC BOOKS

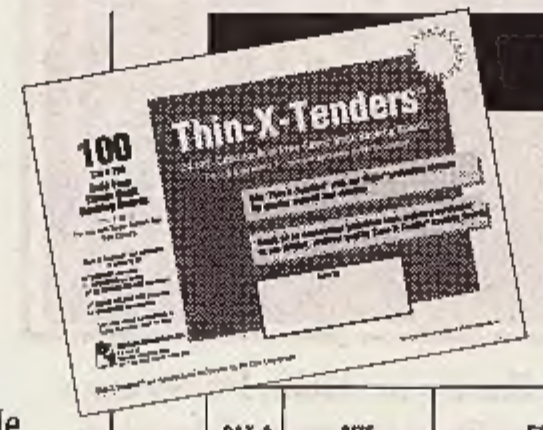
Many boards that are shiny white on one side are SBS (Solid Bleached Sulfate)boards and are highly acidic. They are advertised as "Acid-Free at Time of Manufacture" or "Lab Tested to be Acid-Free." Most boards on the market today are only spray coated with an alkaline substance that wears off almost as soon as you begin using them. Independent pH tests showed that within one day of purchase these products were highly acidic, with less than a 6.5 pH content.

Not Just Any Backing Board Will Do!

The only safe backing boards are constructed of genuine acid-free, virgin wood cellulose that meet strict standards as set forth by the U.S. Government for proper storage. These boards have been impregnated with a 3% calcium carbonate buffer, which establishes and maintains an acid-free, alkaline pH content of 8.0-8.5 throughout the board. Anything else can damage your valuable collectibles

PAYMENT MUST ACCOMPANY ORDERS
MA residents add 5% sales tax.
24 hour Toll Free Order Line for Mastercard, Visa and Discover Orders Only
1-800-225-8249
This is a recorded tape and does not relay product information or messages.
24 hour Toll Free FAX Line for ordering only
1-800-FAX-BCE8

Bill Cole Enterprises, Inc.
P.O. Box 60, Dept. CC 18, Randolph, MA 02368-0060
(617) 986-2653 FAX (617) 986-2656



Thin-X-Tender™

- BCE's 24 mil., lightweight, acid-free backing board
- White on both sides
- 3% calcium carbonate buffer
- 8.0-8.5 pH throughout

CAT.#	SIZE	FOR USE WITH	PRICE PER CASE 1-4	5-9	10-23	24-39	40+UP
215	7 3/8" x 10 3/8"	Silver/Golden Age Size Comics	$ 49.00	$ 46.00	$ 42.50	$ 39.00	$ 35.00
225	6 3/4" x 10 3/8"	Current Size Comics	42.50	39.00	36.00	32.50	26.00
235	7" x 10 3/8"	Standard Size Comics	42.50	39.00	36.00	32.50	26.00
295	7 3/4" x 10 1/2"	Super Golden Age Size Comics	49.50	46.50	43.00	40.00	35.50
305	8 1/2" x 11 1/4"	Magazines	54.00	51.00	47.50	44.00	40.00

Note: *Mix and match in full cases only.* *1 case consists of 1000 boards in 10 packages of 100 boards each.*

Thin-X-Tenders™ SHIPPING AND HANDLING

For each case of 10 packages add the following amount if your zip code begins with:

CAT. #	0,1	2,4	3	5,6	7	8	9	APO, FPO, AK-HI ALL U.S. TERR.	UPS TO CANADA	ALL FOREIGN COUNTRIES
225, 235	$ 12.25	$ 15.75	$ 19.25	$ 21.75	$ 25.00	$ 26.00	$ 28.25	$ 36.50	$ 45.00	CALL US
215, 295, 305	$ 15.25	$ 18.75	$ 22.00	$ 24.50	$ 27.75	$ 29.00	$ 32.75	$ 38.00	$ 51.00*	CALL US

Save on shipping when you order 10 cases or more. Call for details.

Time-X-Tender™

- BCE's 42 mil., heavyweight, acid-free backing board
- White on both sides
- 3% calcium carbonate buffer
- 8.0-8.5 pH throughout

CAT #	SIZE	FOR USE WITH	PRICE PER 50	wt. lbs.	PRICE PER 100	wt. lbs.	PRICE PER 500	wt. lbs.	PRICE PER 1,000	wt. lbs.	PRICE PER 3,000	wt. lbs	PRICE PER 5,000	wt. lbs.
24	7 3/8" x 10 3/8"	Silver/Golden Age Comics	$16.00	6	$26.00	11	$107.00	47	$148.00	94	$132.00/M	282	$114.00/M	470
25	6 3/4" x 10	Current Comics	15.50	6	24.50	11	99.00	42	135.00	84	123.00/M	252	103.00/M	420
26	3/87" x 10 3/8"	Standard Comics	15.50	6	25.00	11	103.00	45	141.00	89	127.00/M	267	106.00/M	445
29	7 3/4" x 10 1/2"	Super Golden Age Comics	16.50	6	27.50	12	114.00	49	157.00	98	139.00/M	294	119.00/M	490
30	8 1/2" x 11 1/4"	Magazines	21.00	8	34.50	14	138.00	56	188.00	11	168.00/M	336	142.00/M	560

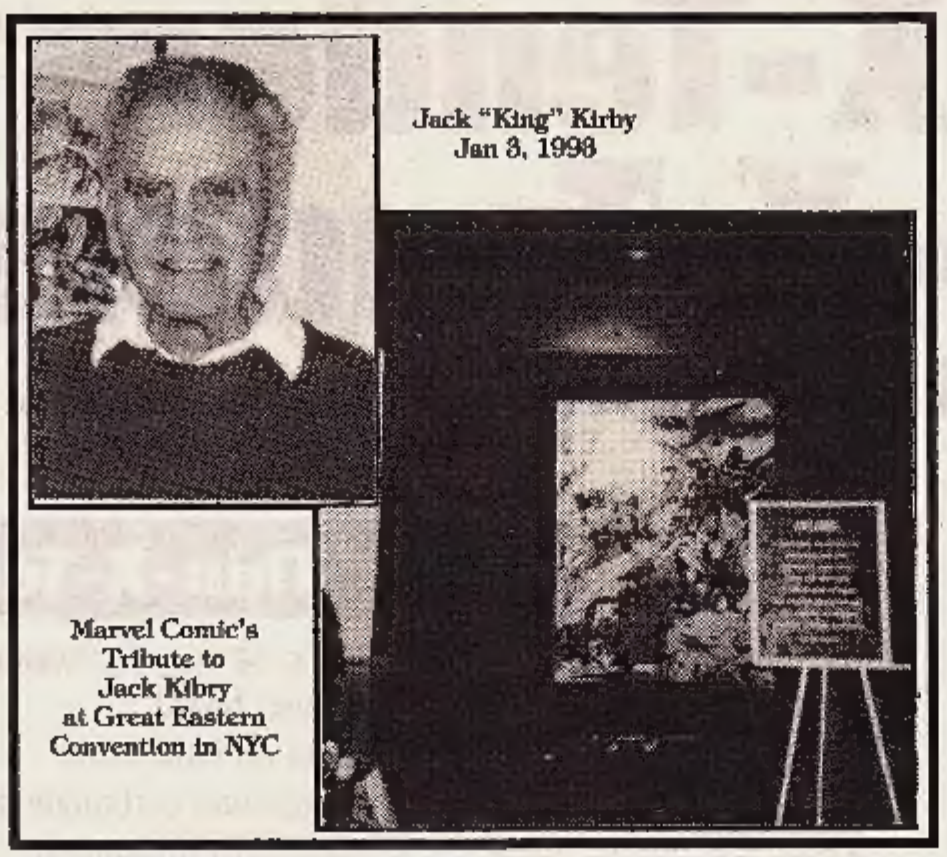
Note: *Sorry, no mix and match.*

Time-X-Tenders™ SHIPPING AND HANDLING CHART

TOTAL SHIPPING WEIGHT	IF YOUR ZIP CODE BEGINS WITH: 0,1	2,3 or 4	5,6 or 7	8,9	APO, FPO, AK,HI & ALL U.S. TER.	ALL FOREIGN COUNTRIES
0-2	5.75	6.75	7.25	7.75	7.00	12.50
3-5	7.25	7.75	8.25	8.75	9.50	14.50
6-10	8.75	10.00	10.50	11.50	16.75	29.25
11-15	10.00	11.50	12.25	14.25	22.00	37.75
16-20	11.50	13.50	14.50	17.75	25.50	46.75
21-25	14.00	15.25	17.75	19.25	28.50	65.50
26-30	15.25	17.00	19.75	22.00	29.00	75.00
31-35	17.50	19.75	22.00	25.75	30.00	84.50
36-40	18.50	20.50	23.25	26.25	33.00	94.50
41-45	19.50	22.50	25.75	29.50	34.00	103.75
46-50	21.00	25.00	27.75	32.50	35.00	116.50

Note: *If weight is above 50 lbs., add together additional amounts. (Example: 60 lbs. in Zip 1 would be $21.00 plus $8.75, or $29.75 total.)*

AND NOW A WORD FROM...



Jack "King" Kirby
Jan 8, 1998

Marvel Comic's Tribute to Jack Kibry at Great Eastern Convention in NYC

The comic world suffered a huge loss recently with the passing of the undisputed "King" of comics, Jack Kirby. Kirby died at home from heart failure on February 6 at the age of 76.

Kirby was known for his many innovations to the comic book field. He created, or helped create so many popular characters; Captain America, Fantastic Four, Boy Commandos, The Demon, The New Gods, Nick Fury, Agent of S.H.I.E.L.D., the Hulk, Dr. Strange, the Avengers and too many others to name. Kirby defined the style of drawing that has remained popular today. He was the first to use a splash panel and the over-exaggerated action in his panels has become an industry standard.

To me, Kirby is the definitive comic artist. I first remember seeing his work in Captain America #193 and thinking how unbelievable his style was. I then began to seek out other works he had done, finding Fighting American, Boy Commandos, World's Finest Comics #10 and others. These will always be my favorites. Any of you who are familiar with his work know what I mean.

If you are not familiar with his work, try and find some. It is all well worth it, and there are many affordable Kirby books available. His Fourth World books, Mister Miracle, The Demon, Sandman, The New Gods, and The Forever People are available in many comic shops across the country. As well, his later works on Captain America (#194-#214) are also easily obtained and reasonably priced. If you want to read his older work, check out the Marvel Masterworks and Captain America: The Classic Years. If you want a terrific recount of his life, find a copy of Blue Rose Press' The Art of Jack Kirby. This is a wonderful book with great recollections of how he created who he created, and why.

As a tribute to this great man, we at Comic Book Collector have dedicated this month's "Collector's Closet", "Silver Bulletins" and "Golden Age Extra" to the life and work of Jack Kirby. James Chambers has written three fantastic pieces outlining Kirby's work from his early days as a struggling artist to his most recent work with Image Comics. Don't miss them!

I remember speaking with Jack Kirby at the 1992 San Diego Comic Con. We began chatting about comics and his old war days. As a small crowd began to form he continued reminiscing about his time as a soldier. His wife Roz tried to get him to finish up, reminding him of another engagement. But this didn't stop him. He continued his story and didn't stop until it was complete. Only then did he depart to the disappointment of many fans. This day just happened to be my birthday, and I'll tell you something — of all the birthday presents I have received or will ever receive, none can compare to the one I received from "The King" that afternoon.

Jack Kirby will be deeply missed by the comic industry. His passing closes the book on the first chapter in comic book history. The "King" is dead! Long live the "King!"

Ian M. Feller

Publisher: Norman Jacobs

•

Executive Editor: Joseph Gallo
Editor-In-Chief: Douglas Kale
Editor: Ian M. Feller
Contributing Editor: David Karp

•

Production Manager: Dale Jacobs

•

Cover Design Artist: Jim Schlottman

•

Price Guide Consultant: Joe Croce

•

Featured Writers: James Chambers, Ian M. Feller, Steve Fritz, Janet L. Hetherington, Bob Maschi, Len Senecal

•

Price Advisory Board:
Gary Macri, Dragons Den, Yonkers, NY
Robert D'Emilio, The Comic Zone, Glendale, NY
Joe Davis, J&J Sports Section, Avondale Estates,GA
Michael Clark, Showcase Comics, Bryn Mawr, PA
Joe Croce, Jaybee Comics, Bethpage, NY
Shawn Talbot, Comics Cavern, Lompoc, CA
David Rotunnel, 1,000,000 Comics, Overland Park, KS
Tom Metzger, World of Fantasy, Deer Park, NY
David, Stalking Moon Book Store, Glendale, AZ
David Schwartz, Comic Collection, Feasterville, PA
William & Mark, Comic Cavalcade, Champaign, IL
Melanie Tusha, Silver & Gold Comics, Mesa, AZ
Jerry Jacobs, Childhood Memories, Lynbrook, NY
Robert Letscher, Key Comics, Scottsdale, AZ
Paul Saija, Eagle Hill, Presque Isle, ME

•

Advertising Manager: Douglas Ingram
Advertising Director: Janis Brody
Circulation Manager: Martin M. Michalek
Newsstand Manager: Dale Fawcett
Business Manager: Judith Arnopolin

•

Editorial and Display Advertising Office:

Comic Book Collector
155 E. Ames Ct.
Plainview, N.Y. 11803
Phone (516) 349-9494 FAX (516) 349-9516

•

Business and Classified Advertising Office:

Century Publishing Company
990 Grove Street
Evanston, Ill. 60201
Phone (708) 491-6440 FAX (708) 491-0459

•

Century Publishing Company is not liable for any errors of omission or inadvertent typographical errors that may occur in comic price listings. The published comic prices are subject to change without notice.

Comic Book Collector is published monthly, copyrighted © and is a registered trademark ™ of Century Publishing Company, Evanston, IL 1994. Reproduction in whole or in part without prior written permission is prohibited. Comic Book Collector assumes no responsibility to return unsolicited editorial materials. All letters submitted become the property of Century Publishing Company which retains the right to edit such letters if published.

Business Office, 990 Grove St., Evanston, IL 60201-4370. Second-class postage pending at Evanston, IL, and additional mailing offices. U.S. subscriptions $29.95 per year, Canada $44.89 (GST included), other foreign $41.95. Postmaster: Send address changes to Comic Book Collector, P.O. Box 443, Mt. Morris, IL 61054. ISSN 1063-7982. In Canada, return to: Comic Book Collector, P.O. Box 1051, Ft. Erie, Ontario, Canada L2A 5N8 GST R126031400.

•

PRINTED IN U.S.A.

THE DYNA-POP REVOLUTION

REBEL STUDIOS

THE BEST IN BLACK/WHITE COMICS

ADVENTUROUS
CREATIVE
ARTISTIC
BIZARRE
DEMONIC
SEDUCTIVE
ECSTATIC
FUTURISTIC
GOTHIC
EROTIC
INTRIGUING
CHILLING
GRAPHIC
COSMIC
ALLURING
LITERARY
EXCITING

IMAGINE

THE

MAGIC

RETAILERS CALL US NOW!!!(916)443-7629

COMIC BOOK COLLECTOR

THE MOST COMPLETE MONTHLY COMIC PRICE GUIDE

The One To Read!

FEATURES

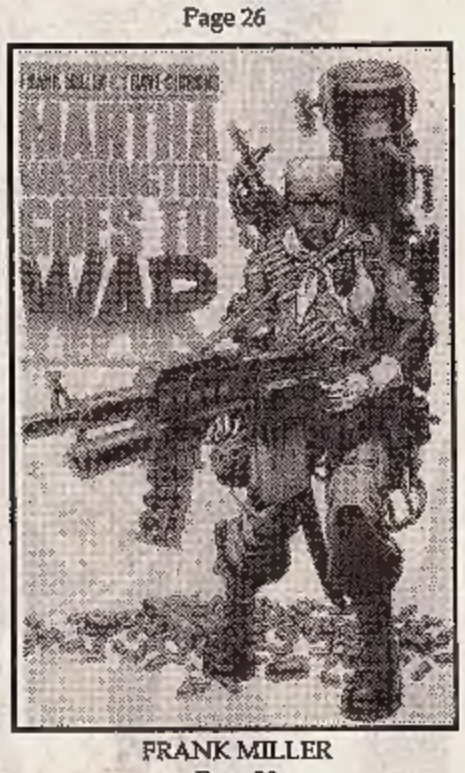
26 EXTREME PREJUDICE
Extreme Studio's latest crossover and the launch of the Newmen
.....*By LEN SENECAL*

30 FRANK MILLER GETS PERSONAL
The comic great discusses his latest projects and what's in store for the future.....*By JANET L. HETHERINGTON*

34 COLLECTING ORIGINAL COMIC ART
What you need to know about this hot new collectible
.....*By BOB MASCHI*

40,42,24 JACK KIRBY TRIBUTE
A look at the life and career of Jack Kirby in Golden Age Extra, Silver Bulletins and Collector's Closet.....*By JAMES CHAMBERS*

EXTREME PREJUDICE
Page 26



FRANK MILLER
Page 30

DEPARTMENTS

4 And Now A Word From...
8 CBC Mailbox
10 Through The Grapevine
14 What's New In Comics
23 CBC Contest Winners
24 The Collector's Closet
38 CBC Contest
40 Golden Age Extra
42 Silver Bulletins
44 McQuade Hero Comic Series
46 What's Hot In Comics
49 Comic Card Corner
52 Tooned In
55 Independent Review
57 Top 100 Comics
59 Comic Card Price Guide
60 Reference Page
61 Comic Book Price Guide
90 Convention Calendar/ Classifieds and Advertising Index

COLLECTING ORIGINAL COMIC ART
Page 34

JACK KIRBY TRIBUTE
Page 40, 42, 24

COMING NEXT MONTH!

✧ ROB LIEFELD INTERVIEW
✧ WHAT'S NEXT FOR BRAVURA
✧ A NEW LIEFELD YOUNGBLOOD COVER AND A CHANCE TO WIN THE ORIGINAL ART

ATTENTION COMIC BOOK DEALERS

Comic Book Collector is available to sell at your store direct from the publisher. Write for complete information. Donna Hecke, Dealer Sales, Comic Book Collector, 990 Grove St., Evanston, IL 60201 or (847) 491-6440.

The copyright of each magazine depicted herein is owned by the respective publisher of each magazine. Any permission to reproduce any such covers must be obtained from the copyright holder. Any view expressed or implied in *Comic Book Collector* is solely that of the writer and does not represent that of Century Publishing Company, which does not accept responsibility for such statements.

Cover Art:
™ & ©
Rob Liefeld Inc. 1994
All Rights Reserved.

We are *NOT* your mainstream comics,
But we are one of your best alternatives.
With artists like these...

RICH BUCKLER, SR.

FRED SHILLER

RICK HOBERG

MARTIN POWELL

DEAN ZACHARY

WALTER McDANIEL

BART SEARS

ANDY SMITH

MIKE GRELL

RICK BUCKLER, JR.

JAMES DALY

What are you waiting for...
Try us, You'll like us.

DAGGER COMICS

Shifting Gears in 1994

CBC MAILBOX

It's articles like James Chambers' piece on Charlton Comics that make me wonder if Mr. Chambers does any research at all or simply makes these things up as he goes along. A statement like "Aside from Gary Friedrich, a writer who went on to work for other publishers, few members of Charlton's scripting stable graduated to bigger publishers," while too nebulous to be actually labeled a lie, is at best misleading.

Nobody more important than Friedrich came out of Charlton? How about Denny O'Neil, who wrote for Charlton under the name "Sergius O'Shaughnessy" and is now one of the top editors at DC? And, if perchance Mr. Chambers was unaware that O'Shaughnessy was merely O'Neil in disguise, such a deficiency of information merely indicates that Chambers has not been paying attention to the articles in *CBC* written by people other than himself; I quite clearly pointed out Mr. O'Neil's rampant use of an alias during my admittedly somewhat rambling "Inside Aquaman" reminiscence which appeared in *CBC* #10.

Then, of course, there was myself. Though nowhere near as important a writer as O'Neil, I did script two of Charlton's more popular series — *Thane of Bagarth* and *Sarge Steel* — then went on to write DC's *Aquaman* for three years and to co-create that company's highly successful *Hawk and Dove* series, while winning four Academy of Comic Book Arts "Shazam" Awards for Writing Excellence (in '72, '73, and '74) for the work I did at DC. I personally quite enjoyed Mr. Friedrich's downright quirky writing style, yet I know of no awards he won.

And, speaking of writing styles, I also rather like the no nonsense straight-to-the-point way in which Mr. Chambers structures his compositions. I just wish there were some sort of factual basis to his articles.

Steve Skeates
Alfred Station, New York

The following response is that of CBC *writer James Chambers–Ed.*

Though the realm of comic book history is often frustrating and challenged by uncertainty, the omission of any mention of the writing of Steve Skeates and Denny O'Neil from "The Charlton Comics Company" (Comic Book Collector *#16) is regrettable. Certainly both writers have contributed greatly to the field and deserve appropriate recognition.*

Mr. Skeates assertion that my articles lack any factual basis, however, seems out of proportion with the oversight in question which concerns only one aspect of the piece. Still, I thank him for bringing a valuable bit of comic lore into the open, and welcome any further historical insights from creators who "lived the experience".

I greatly enjoyed reading such an account in Mr. Skeates' "Inside Aquaman" some months ago, but I must apologize for my mere mortal mind which allowed the facts to which he alludes to slip from memory.

The difficulty and expense involved in acquiring certain primary sources (back issues) sometimes hinders the collation of significant historical data. Also, I have seen no secondary works that connect Mr. Skeates with Charlton Comics, nor have I met any collectors or dealers who have ever referred to Mr. Skeates' work on Sarge Steel *or* Thane of Bagarth. *If they are out there, they have eluded me.*

The error was not intentional. It is Comic Book Collector's *intent to provide accurate and interesting accounts of what has gone before in the field of comic books.*

First off, your magazine is tops! I can't wait every month to pick up the new issue. I do have one question about the X-Men, though. If they're mutants, how come Spider-Man or the Thing are not. Some people say this is because mutants are born with their powers, but if that was the case, what about Wolverine? He wasn't born that way. He was an experimental project called Weapon X. What I want to know is how come Wolverine is a mutant and Spider-Man is not?

Shawn Leubner
Nevada City, California

That's a good question, Shawn. To find out the scoop we went right to the source. Gary Guzzo of Marvel Comics told us that a mutant is born a mutant and cannot become one. A mutant is born with a change in their chromosomes. In the case of Wolverine, he was born with the enhanced ability to heal quicker than a normal human, therefore making him a mutant. This enhanced healing ability allowed for him to be used as Weapon X because his body would allow for his skeleton to be removed and replaced with the adamantium skeleton and would not kill him. Hope that helps.

I was cleaning out my attic and I ran across some old comics from 1977-1980, most in mint condition. I was wondering were to take them to see if they are worth anything. I

didn't have any idea where to take them, so I went to a store and bought a copy of *CBC*. Can you help me?

Jerry Moore
Milwaukie, Wisconsin

If you already have a copy of CBC *then you should be able to find the value of your comics inside. The prices listed in the price guide are for books in near mint condition. Look up your books and using the grading guide located on the Reference Page grade them and price them accordingly. If this doesn't work, try bringing them into a comic store in your area and having them take a look.*

I have been collecting comics seriously for about a year now and have a couple of questions.

While I was in Japan and now England I have purchased a number of comics which have the words "Direct Issue" printed over the bar code. I know that this means that these comics are only available in these such shops, but will it affect their value if I were to sell them in the future?

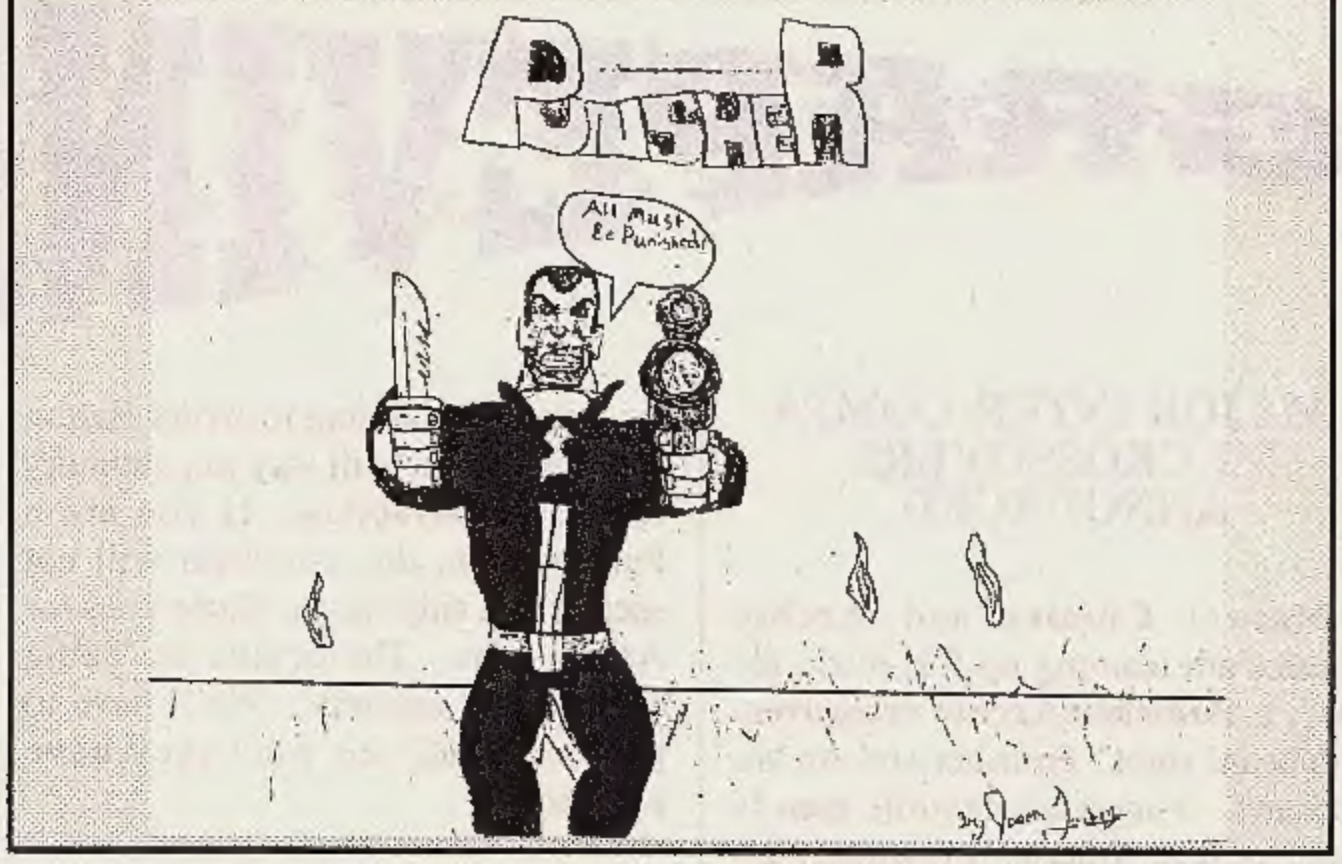
My other question is about the X-Men. I was wondering how I could catch up on previous issues without purchasing all the back issues, which can get expensive? Is there a book with a number of previous issues in it, or something?

Greg McNellie
West Ruislip, England

Comics with "Direct Issue" printed over the bar code are valued no differently than any other version. Recently, the bar code system has been adopted more and more in comic shops. It was originally used only on newsstands, in bookstores, etc. Comics that were direct market only were distinguished by an image where the UPC box would have been. For example, look at any Marvel comic from just a few years ago and you will see Spider-Man pictured in this box on the direct market copies and a bar code on the "newsstand" versions. Now that the direct market is using bar codes, the words "Direct Issue" is used to distinguish the two.

CBC FAN APPRECIATION

This great drawing of the Punisher was sent to us by Jason Lackey of Port St. Joe, Florida. Thanks Jason!



As for your second question; there are books that reprint a number of previous issues together. They are called Trade Paperbacks (TPB). Unfortunately, they are not always available for every comic. They are usually reserved for major storylines, important events or older comics, and aren't usually available for a period of time after the originals. If you don't mind waiting to catch up on those X-Men *comics, one may become available for those issues. If you are looking for older comics, they may already be available. But then again, maybe not. Another alternative is to find* X-Men Classic. *These reprint more recent* X-Men *comics. This may be what you are looking for.*

In *Comic Book Collector* #11 it says *Ren & Stimpy* #1 in a polybag was worth $30. I missed a couple of issues and then bought *CBC* #14. It said *Ren & Stimpy* #1 in a polybag was worth $20. I was wondering if this was a misprint or if the value went down?

Marc Cuzzupe
Kempton, Pennsylvania

Sorry to tell you this Marc, but the price had gone down. That is what a price guide does, it reports the latest market trends and prices. During those couple of months, the demand for Ren & Stimpy *#1 had decreased, so the market price came down to a level that once again makes the comic sell. When the popularity increases and consumers are once again willing to spend more for the comic the price increases. If you notice, this month it is back up to $20-$25.* CBC

NOVA TALES #4

EXPLODES

with over 40 pages of FIST POUNDING ACTION! It stars the most POWERFUL WOMAN in the UNIVERSE! To get your copy send $5.00 to:

Jeffrey P. Nevens
P.O. Box 43
Brownville Jct., ME
04415

OLD MARVEL COMICS

(1961-1980)

FOR SALE

Every issue starting from F.F. #1 is available in nine different conditions ranging from Good to Near Mint. Early Marvels stocked in depth.

Giant catalogue $1.

Marvel Comics Specialist
Box 3143
CHAMPLAIN, NY 12919-3143

GRAPEVINE

MAJOR INTER-COMPANY CROSSOVERS ANNOUNCED

Marvel Comics and **Archie Comics** are teaming up for, ready for this?, a **Punisher/Archie crossover.** You heard right. Punisher and Archie Andrews. America's favorite teen is going to meet America's favorite vigilante. ***The Punisher Meets Archie*** is a 48-page comic written by Batton Lash (*Wolf and Byrd*) and is illustrated in Archie Comics style by Stan Goldberg, and in the Marvel Comics style by John Buscema. There will be a 'Marvel style' enhanced cover and an 'Archie style' non-enhanced cover. The interior contents of both books will be identical. The premise for *The Punisher Meets Archie* is this: A mob hit man is about to turn state's evidence when he goes AWOL. The Punisher is tracking him down. Pretty simple, except for this twist: the hitman just happens to look like Archie Andrews. According to writer Batton Lash, the series will stay in continuity for both characters. If you are a Punisher fan, this crossover will not seem like a silly fill-in. Same goes for Archie fans. The details are being shrouded in mystery. We'll have to just wait and see what they have planned.

★ ★ ★

Marvel is also doing a crossover with **DC Comics.** If you've heard the rumors, then you already know the scoop: **Batman/Punisher!** Shipping in June from DC is ***Batman/Punisher: Lake of Fire,*** written by Dennis O'Neil with art by Barry Kitson and James Pascoe. Shipping in August from Marvel is ***Punisher/Batman*** written by Chuck Dixon with art by John Romita, Jr. and Klaus Janson. Here's the exciting part. Both books are related to the new Batman storyline, **"KnightsEnd."** The 48-page DC Prestige Format one-shot ties in with "KnightsEnd." Marvel's 48-page Bookshelf Format one-shot follows the conclusion of "KnightsEnd." Each issue is self-contained, but the stories are linked thematically. The timing of these two issues raises an intriguing point: Which Batman meets which Punisher?

RIVERDALE HIGH SOCK-HOP
I KNEW THERE'D BE A CHAPERONE BUT THIS IS RIDICULOUS!
THE TEAM-UP YOU THOUGHT WOULD NEVER HAPPEN -- ARCHIE AND THE PUNISHER WISH YOU WERE RIGHT!

JOE QUESADA LEAVES NINJAK

As of ***Ninjak* #3, Joe Quesada** is no longer penciling the title, **Valiant** announced. Because Quesada had fallen extremely far behind on his deadlines, Valiant chose to schedule an alternate penciler for one issue to allow him to catch up. Quesada felt this would interfere with his development of the character and removed himself from the book. Taking over pencils for Quesada is series writer **Mark Moretti.**

FIRST ONGOING VALIANT VISION SERIES

Every issue of the new series

Starwatchers, which begins this month, will be presented in **Valiant Vision.** The 3-D effect will make the outer space setting of this title a visual treat every month.

VANHOOK TO LEAVE ETERNAL WARRIOR

Writer **Kevin VanHook** has announced that he is ending his run on ***Eternal Warrior*** so he can begin plotting ***The Visitor,*** scheduled for a December release. VanHook has been writing ***Eternal Warrior***, with a brief hiatus, since issue #3. His last issue will be #26. Valiant has not announced a replacement, but Marty Stever, Valiant's Vice-President Marketing did say, "We're close to concluding a deal with someone who is consistently listed as one of the top writers currently working in comics." Stay tuned for more information.

A NEW LOOK FOR DAGGER COMICS

Dagger Comics has signed on some pretty impressive names for what they are calling Phase II of their Shift in Gears. **Bart Sears** is designing a new character, Crona, and will be doing cover art for this character's new title being released this summer. Sears' partner, Andy Smith, is redesigning Geode of Team Anarchy and a new Maverick's villain, Slate. **Mike Grell** is designing Dreadknight, another single hero character, and a new title being released this summer. Rich Buckler, Sr. will pencil *The Mavericks* and Rick Buckler, Jr. will continue penciling *Team Anarchy*. Fred Schiller is absorbing Dagger universe ideas and will pencil stories for the entire universe. Rick Hoberg brings new excitement to *Team Anarchy* and Martin Powell to *Crona.* Dev Madan and Maria Beccari will bring *Scorpion Corps* new life. Dave Simons will ink *Team Anarchy* and James Daly will ink *The Mavericks.* Roy Burdine and Thomas Florimonte, Jr. will continue in Phase II, penciling and inking *Crona.*

It seems that Dagger is making a strong push for a piece of the publishing pie. Keep an eye on them.

BAD NEWS ABOUT MAJESTIC ENTERTAINMENT

For those of you who are fans of **Majestic's Legacy, S.T.A.T.** etc., I have some bad news for you. It looks like this is the end for the company from Cincinnati. Majestic had been experiencing some growing pains that had began rumors spreading of their demise. Majestic's financial trouble caused all the creative talent and company employees to depart and the owners to try and sell the company. What was happening, it turns out, is that they were delinquent in paying the artists for their work, thereby, forcing them to leave. So, as of February, Majestic is up for sale. What this means is, if they find a buyer the books may continue to be published. If they do not find a buyer they will retain the rights to the characters and may at some future date begin publishing them again. According to Maureen Kelly, former Sales and Marketing Manager, it is her opinion that Majestic has a 20%-30% chance of surviving. Bad news indeed!

NEW RELEASES FROM VIZ

This month **Viz Communications** is releasing two exciting new products. The first, from **Viz Comics,** is the ***AD Police*** **graphic novel.** This graphic novel collects the Sci-Fi thriller that was serialized in *Animerica* into one easy to read volume. The *AD Police* graphic novel is 144 pages and will sell for $14.95.

The second new release, from **Viz Video,** is Volume Five of the popular ***Ranma 1/2*** Television series. Volume Five contains episodes nine and ten of the original Japanese TV series and retails for $29.95.

HOT MARVEL TIP

Be prepared for a major **X-Men** crossover, scheduled for the coming months, and leading into a brand new X-title, ***Generation X.*** Now that the X-gang is all grown up, Professor X's original plan of helping gifted children can be focussed on again. According to Marvel's Gary Guzzo, "*Generation X* will be true to Charles Xavier's original dream of helping children come to terms with their powers." Sounds like a hot one!

MTV TRASHED

Both Image's **Extreme Studios** and **Malibu Comics** have sponsored **MTV Trashed,** the newest MTV game show. Both will be mentioned as sponsors and a fifteen second spot promoting Extreme Studios will run in 12 of the 13 episodes. Both are also providing the show with prizes. Extreme providing Extreme skateboards, Extreme Apparel, *Youngblood* Animation Cels and signed comics. Malibu is providing them with Ultraverse comics, Ultra-Limited Ultraverse comics, Ultraverse trading cards, an Ultraverse CD-Romix, Ultraverse posters, and Ultraverse Holographic comics.

'BREED #1 SOLD OUT

Malibu Comics has announced that its debut **Bravura** title ***'Breed*** by Jim Starlin, has officially sold out from the publisher. You may be able to find one at your local comic shop, but Malibu no longer has copies available to fill re-orders.

THE EDGE TO DEBUT IN JUNE

Steven Grant and **Gil Kane's** ***Edge*** debuts this June from Malibu's **Bravura.** "*Edge* is predicated on the idea that people tend to work in their own self-interest and presume that their self-interest reflects the interests of society," writer Steven Grant said. "There's no reason having super powers would alter this." Look for it!

A LOOK AHEAD AT MALIBU

In June, **Malibu** celebrates the **Birthday** of the **Ultraverse.** Can you believe it's been a year already. Look for a major marketing and promotional push since the birthday affects all the Ultraverse titles.

Also, look for a major crossover announcement between **Malibu Comics** and another publisher this summer.

HEROIC ON THE NEWSSTAND

Heroic Publishing has just signed a national distribution agreement with the **Specialty Marketing** company that will result in substantially increased distribution of Heroic's new line of affordable ($1.95) full-color superhero titles. Starting this summer, six titles — including *Flare, League of Champions, Tigress, Eternity Smith, Captain Thunder* and *Murcielaga She-Bat* — will become available everywhere comics are sold.

NEWS FOR ELFQUEST FANS

Long time alternative comics creator **Barry Blair** has joined **Warp Graphics** as managing editor, publisher Richard Pini announced. In addition to these new editorial duties, Blair will continue to write and illustrate the monthly *Elfquest: New Blood* title.

KELLY BUNDY IS BACK

NOW Comics will produce a second ***Kelly Bundy*** mini-series to follow up the original from 1992. The three issue mini-series will feature covers by Mitch O'Connell on issue #1 and Mark Beachum on issue #2.

THE SPIRIT ON HIATUS

The Spirit: The Origin Years has been put on hiatus. Issue #10 was the last of the series reprinting the newspaper strips from the 1940s. *The Spirit's* publisher, **Kitchen Sink Press,** has announced a new program for continued publication. *The Spirit* will appear in new configurations and formats including *The Spirit* collector card set, *The Spirit Jam* reprint in June, and a full color *Christmas Spirit* collection in October with a new cover painting by **Will Eisner.** A feature film is in the final stages of negotiations and will impact on publication plans.

HEH! HEH! HEH!...VIDEO GAME

MTV has informed us that there is the possibility of a **Beavis & Butthead Sega** video game to be released by the fall. Cool!

CORRECTION! CORRECTION! CORRECTION!

In ***CBC* #14** it was inadvertently printed that **Sky Comics** had obligated Adam Hughes to do work for them. This information was incorrect, Sky Comics has not obligated Hughes to do any work for them. We apologize for this mistake.

CBC

SMASH! BOOM! POW! TIP OF THE MONTH:

If you are a fan of fantasy/adventure and you haven't yet read an issue of ***Elfquest,*** you're missing out. *Elfquest* is the first truly successful independently-published comic book series in the U.S. It is the product of the husband and wife team of Wendy and Richard Pini. Elfquest is a great read for people of all ages and any gender. It began in 1978 and has continued through many different series till today. The current ongoing series include ***Elfquest: Hidden Years, Elfquest: New Blood, Elfquest: Blood of Ten Chiefs,*** and ***Elfquest: Wavedancers.*** If you're looking for an entertaining book with great stories and art, away from the mainstream, then the *Elfquest* books are highly recommended.

AMERICAN COLLECTIBLES

155 East Ames Ct.
Plainview, N.Y. 11803
1-800-566-2626 or Fax: (516) 349-9516
Mon-Fri. 9 am-5 pm

VISA | MASTERCARD | DISCOVER | AMERICAN EXPRESS

"COMICS FOR LESS"

EVERY COMIC IN THIS SECTION IS $.25!

PRICE	PUBLISHER	TITLE	ISSUE	DESCRIPTION
$0.25	Aircel	Dragon Ring	1	
$0.25	Archie	Mighty Mutanimals	1	
$0.25	Archie	Teenage Mutant Ninja Turtles	18	
$0.25	Arrow	The Realm	2, 3	
$0.25	Comico	Elementals	8	
$0.25	Comico	Mage	8	
$0.25	DC	Advanced DungeonS & Dragons	5	
$0.25	DC	Adventures of Superboy	11	
$0.25	DC	Armageddon, The Alien Agenda	1, 2, 3, 4	
$0.25	DC	Captain Atom	19, 21, 38, 41	
$0.25	DC	Cops	1, 2	
$0.25	DC	Dr Fate	31, 33, 34, 36	
$0.25	DC	Elongated Man	1, 2, 3, 4	
$0.25	DC	Firestorm	8-1	
$0.25	DC	Flash	48	
$0.25	DC	Green Arrow	35, 37, 40, 6, 8, Ann. #3	
$0.25	DC	Hawk & Dove	10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 4	
$0.25	DC	Jaguar	2, 6	
$0.25	DC	Justice League America	36, 43, 45, 47, 48, 49, 51	
$0.25	DC	Justice League Europe	12, 19, 20, 24, 25, 32	
$0.25	DC	Justice Society of America	2	
$0.25	DC	L.E.G.I.O.N '91	26, 30, 34	
$0.25	DC	Legend of the Shiled	2, 5	
$0.25	DC	Legion of Super Heroes, 3rd Series	8	
$0.25	DC	Legion of Super Heroes, 4th Series	21	
$0.25	DC	Mr. Miracle	16, 20, 21, 22, 23, 24, 25, 26, Sp#1	
$0.25	DC	Power of the Atom	1, 3, 4, 5, 6, 8	
$0.25	DC	Robin	4/5, 5/5	
$0.25	DC	Robin II, complete set	14 Books	
$0.25	DC	Robin II, Hologram 1	Joker Face	
$0.25	DC	Robin II, Hologram 1	Joker Stand.	
$0.25	DC	Robin II, Hologram 1	Batman	
$0.25	DC	Robin II, Hologram 2	Hammer	
$0.25	DC	Robin II, Hologram 2	Knife	
$0.25	DC	Robin II, Hologram 2	Dartboard	
$0.25	DC	Robin II, Hologram 3	Standing	
$0.25	DC	Robin II, Hologram 3	Swinging	
$0.25	DC	Robin II, Hologram 4		
$0.25	DC	Robin II, Newstand	1, 2, 3	
$0.25	DC	Shade: The Changing Man	14	
$0.25	DC	Starman	1, 20, 25, 26, 27, 32, 33, 45	
$0.25	DC	Suicide Squad	11, 38, 40, 41, 42, 43, 44, 5, 6, 7, 8	
$0.25	DC	The Black Hood	2	
$0.25	DC	The Fly	2, 4	
$0.25	DC	The Huntress	12	
$0.25	DC	The Web	6	
$0.25	DC	Time Masters	4	
$0.25	DC	Wonder Woman	62 J. Thompson art	
$0.25	EAGLE	Judge Dredd	29	
$0.25	FIRST	Grim Jack	26	
$0.25	FIRST	Star Slayer	7	Mike Grell
$0.25	FWAY/QUAL	Judge Dredd	49,, 50, 51, 52, 19, 20, 21, 22	
$0.25	HARVEY	New Kids on the Block	1, 2, 3	Comic Tour '90
$0.25	HARVEY	New Kids on the Block Chillin'	2	
$0.25	HARVEY	New Kids on the Block Chillin'	3	
$0.25	INOVATION	Sentry	1	
$0.25	INOVATION	The Lunatic Fringe	1	
$0.25	INOVATION	Time Drifter	2	
$0.25	MARVEL	Avengers	291, 308, 324, 330	Alphaflight app.
$0.25	MARVEL	Avengers Spotlight	30, 31, 40	
$0.25	MARVEL	Avengers West Coast	49, 63, 68, 69, 71, 78	
$0.25	MARVEL	Cage	5	
$0.25	MARVEL	Captian America	360	
$0.25	MARVEL	Daredevil	247, 274, 276, 277, 294	
$0.25	MARVEL	Deathlok	10	Ghost Rider Appear
$0.25	MARVEL	Deathlok	11, 12, 13, 14, 15, 16, 2, 5, 8	
$0.25	MARVEL	Deathlok	6, 7	Punisher
$0.25	MARVEL	Deathlok	9	Ghost Rider Appear.
$0.25	MARVEL	Dr Strange	36, 51	
$0.25	MARVEL	Excalibur	46	
$0.25	MARVEL	Iron Man	254, 255, 267, 269	
$0.25	MARVEL	Knight of Pendragon	3, 4	
$0.25	MARVEL	Moon Knight	35, 36	
$0.25	MARVEL	Moon Knight	37	Punisher
$0.25	MARVEL	Namor, The SubMariner	17, 21, 22	
$0.25	MARVEL	NFL SuperPro	3, 9	
$0.25	MARVEL	Nick Fury, Agent of Shield	12, 13, 17, 18, 31, 45, 9	
$0.25	MARVEL	Nick Fury, Agent of Shield	15	Fantastic Four app
$0.25	MARVEL	PowerPak	32, 60	
$0.25	MARVEL	Robo Cop	11	
$0.25	MARVEL	Silver Sable	3, 4	
$0.25	MARVEL	Sleepwalker	8, 9	
$0.25	MARVEL	Speed Ball	2, 3, 4, 6, 7, 9	
$0.25	MARVEL	Spirits of Vengence	2	
$0.25	MARVEL	The New Warriors	19, 20	
$0.25	MARVEL	Wonder Man	4, 5	
$0.25	MARVEL	X Terminator's	2, 3	
$0.25	MILLENIUM	Weird Tales, Illustrated	1	T. Vigil art
$0.25	ONWARD	Ultra Klutz	31	

EVERY COMIC IN THIS SECTION IS $.50!

PRICE	PUBLISHER	TITLE	ISSUE	DESCRIPTION
$0.50	AIRCEL	Elf Lord	6	B. Blair art
$0.50	DC	Animal Man	29, 33, 34, 35	
$0.50	DC	Armageddon, 2001	2	
$0.50	DC	Deathstroke, TheTerminator	5	
$0.50	DC	Demon	11	Lobo app.
$0.50	DC	Green Lantern	10, 20, 21	
$0.50	DC	Green Lantern, The Emerald Dawn II	1, 2, 3, 5	
$0.50	DC	New Titans	64	Deathstroke app.
$0.50	MARVEL	Punisher	57, 61	
$0.50	MARVEL	Wonderman	1	
$0.50	MARVEL	X-Factor	21	

EVERY COMIC IN THIS SECTION IS $.75!

PRICE	PUBLISHER	TITLE	ISSUE	DESCRIPTION
$0.75	DC	Batman	445	
$0.75	DC	Detective Comics	624	Cat Woman app
$0.75	DC	Green Lantern, Emerald Dawn II	1	
$0.75	DC	Infinity Inc.	23	McFarlane
$0.75	DC	Robin	2	
$0.75	DK HORSE	Predator: Big Game	1	
$0.75	DK HORSE	Robo Cop	1	Prime Suspect (Nelson Cover)
$0.75	MARVEL	Fantastic Four	347	New F.F
$0.75	MARVEL	Uncanny X-Men	281	New Team
$0.75	MARVEL	Uncanny X-Men	286	
$0.75	MARVEL	X-Force	2	
$0.75	MARVEL	X-Force	3, 5	
$0.75	MARVEL	X-Force	4	Spiderman x-over
$0.75	MARVEL	X-Men	2	

OTHER

PRICE	TITLE	ISSUE	DESCRIPTION
$1.00	Adventures of Superman	500	Collector's Edition
$1.25	Amazing Spiderman	355, 356, 357, 358	Punisher, etc
$1.75	Batman	442	Intro Tim Drake
$2.50	Ghost Rider (2nd PRT)	15	Glow in the Dark
$1.00	The 'Nam	53	Punisher
$2.00	The 'Nam	52	Punisher
$8.00	Spawn	1	
$1.00	Spiderman	16	X-Force x-over
$1.50	Superman	53	Reveals ID
$2.00	Thor	432	Loki Death
$1.25	Turok	1	Chromium Cover

COMIC CARDS

Marvel Universe Series IV unopened box of 36 packs of 10 cards $39.95
Rare 1979 Marvel and DC sticker sets-full color 1" x 3" New York regional set of 18 stickers $29.95
Marvel Masterpiece Series I Tins (limited and numbered) $84.95
Marvel Masterpieces Series II unopened box of 36 packs $49.95
X-Men Series II Tin Sets (extremely rare) $84.95
Upper Deck Valiant complete set $14.95
Upper Deck Comic Ball Series 1-4 (1 pack of each) $9.95
Marvel Universe Series 1-4 (1 pack of each) $19.95

ORDERING INSTRUCTIONS

1. Minimum order=$20.00
2. Allow 2-4 weeks for delivery.
3. Postage & Handling $4.00, Canadian customers add extra $5.00.
4. N.Y. customers add sales tax.
5. 10 day money-back guarantee.
6. MC, Visa, Amex and Discover accepted.

FOR FASTEST SERVICE CALL 1-800-566-2626

WHAT'S NEW

AC COMICS

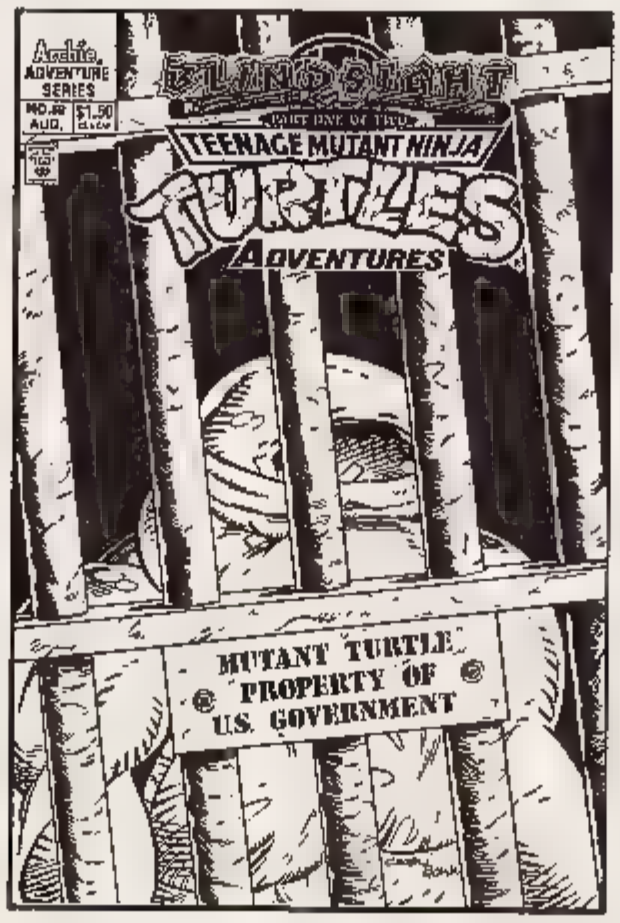
➤ **Femforce #73** is "The Touch of Medusa." Paragon begins to work with Ms. Victory to develop her mind power. But, shockingly, their first attempt at mind experiments result in Paragon falling into a catatonic state. After her horrible experiences as Rad, Ms. Victory believes she has caused this event. But then, one by one, male heroes begin to fall, seemingly as a result of actions of all the Femforce members. Has Ms. Victory's control of her mental powers gone bad? What's happening to all the men?

ARCHIE COMICS

➤ It's croquet as you've never seen it before when Archie and his pals take up the game in **Archie #426,** "Mallet Heads."

➤ **Archie's Summer Vacation Special #1** is a 48-page full color special with a pull-out insert poster. Archie and his friends are rollicking through summer break on vacation and at summer camp. Will those lazy-hazy summer days ever recover?

➤ **Teenage Mutant Ninja Turtles Adventures #59** is "Blindsight" part 1 of 2. Michaelangelo has been captured by the government so Don and Leo attempt a daring high-seas rescue.



➤ Veronica visits a Bavarian castle built by a toy maker and filled with giant toys in **Veronica #36,** "The Toy Count".

DAGGER COMICS

➤ A **Walter McDaniel** cover surrounds the 48-page **Dagger Universe — Issue Zero "Variogenesis".** A mysterious being known as Aeon is on his way to Earth in the spaceship, Odyssey. Accompanying him is the ship's computer, Dante. Aeon's quest is to find "The One" who will prevent the Galaxial Cataclysm, but Aeon is also trying to find his parents. His search takes him through Earth's history, namely the second genesis of man known as VarioGenesis. With Dante's help, Aeon probes the backgrounds and origins of all the Dagger characters, revealing some unknown facts.

➤ Last ditch attempts have failed. Team Anarchy is dying. Castellan has fallen, and Primal is still alive and closing in on Arcadia. Things look extremely grim. The mutant free city faces certain doom...or does it? A badly wounded, but utterly enraged Geiger doesn't think so, and with his friends dead he's got nothing left to lose but his own life, which he will gladly give to destroy Primal. Only one will walk away from the battle in **Team Anarchy #8.**

➤ In **Scorpion Corps #7,** the Corps runs down to the bottom of the North Sea to rescue Mayday, who is trapped inside a submerged alien ship. Unfortunately, the rescue mission hits a snag when they discover the ship is actually a prison vessel containing a deadly alien. Luckily, the creature is dead...or is it?

➤ The reunited Mavericks, both Alpha and Rogue teams, take on the Conclave forces in **The Mavericks #6.** Matrix leads the attack as all-out war rages through the Fresno Mall. Unfortunately for the Mavericks, both Conclave Highlords, Dominion and Avatar don't intend to give up their hostages without a major fight, which may prove fatal for their captives, Governor Cartwright's children and the Mavericks. And just who is the stranger running free in the mall when no one else is permitted to?

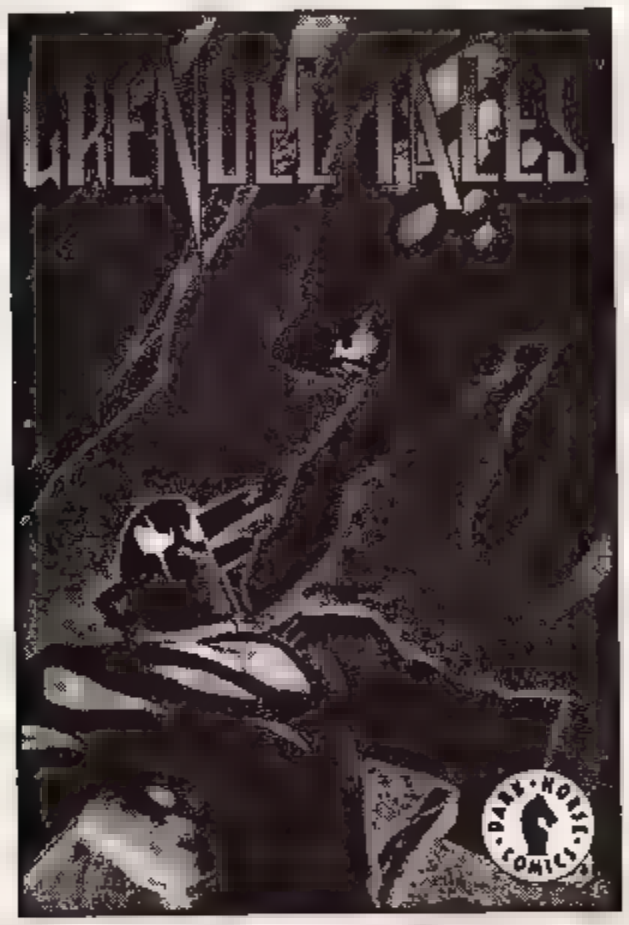
DARK HORSE COMICS

➤ It's afternoon in America. Do you know where your freedom is? The year is 2014 and the second American civil war is in full swing. Martha Washington is back, 19-years-old and fighting against the outlaw Fat Boy Burger Corporation in the badlands of New Mexico. She's seen a lot of killing, but never a ghost. Until now. **Martha Washington Goes to War #1** is **Frank Miller's** follow-up to Give Me Liberty.

➤ **Grendel Tales: The Devil in our Midst #1** is the beginning of a

IN COMICS

new storyline. This issue introduces readers to the newest Grendel, a man known only as Jonah, who is discovered, face down in the snow and half dead, by the workers of Ice Station Hellman. Can Jonah help these stranded workers or is he in fact the carrier of the mysterious virus causing each of them to quite literally explode?



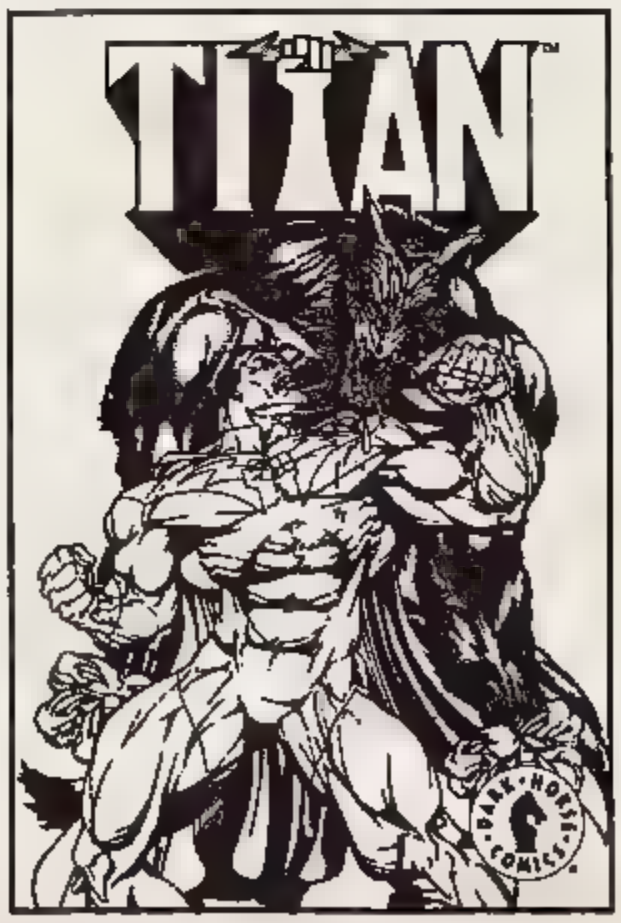
➤ Demons! Vampires! Monsters! All in **Johnny Demon #1.** And in the middle of all this is Johnny Demon himself — hellzoner, would-be sorcerer, and survival expert — just trying to make a living. Life for Johnny means watching your back, keeping your blades sharp, and never going near the Returned Ones. Unfortunately, his latest job turns out to be a suicide mission aimed at blasting the Returned Ones out of their stronghold. Now he's got to do two things: Save the world and live through it.

➤ He stalks America in the company of ghosts, dealing death and justice. Are his victims chosen at random, or connected by threads of violence and lies? FBI agents want to stop him, but their investigation leads them into a maze of deceit and manipulation stretching back over the decades, putting their lives in peril. Is their target a psycho, a vigilante or something more? Is he a serial killer, or the unsung hero known only as — Enemy?! Find out in **Enemy #1** of 5.

➤ **Aliens: Stronghold #1** of 4 begins a new mini-series. On an apparently routine supply run, Philip and Joy Strunk deliver a shipment of synthetic photoreceptors to Caspar Nordling, a biotechnologist for Grant Corporation. When the Strunks find out that Nordling's experiments have exceeded Stanislaw Mayakovsky's work, they realize that there's more to Nordling — and Aliens — than meets the eye.

➤ James Bond once again faces the supersecret criminal organization Cerberus in **Ian Fleming's James Bond 007: Shattered Helix #1** of 2. This time, Cerberus has its heart set on acquiring the most dangerous disease known to man, a genetically engineered nightmare buried in a secret base in the Antarctic.

➤ Having left Catalyst: Agents of Change and Golden City to work for the U.S. government, Frank Wells, the nearly-unstoppable hero known as Titan, undertakes his first mission for the feds in **Titan Special #1**: the dismantling of a group of superpowered teens called The Inhibitors. But demons from Titan's past interfere, possibly making his first mission his last.



DC COMICS

➤ The Flash's countdown to **Zero Hour** begins in **Flash #92,** part 1 of the 3-part "Reckless Youth." Future-time fugitive Iris West-Allen makes a panicked flight to the 20th Century, bringing with her a young stranger called Impulse, who may be Keystone City's next hero, if his powers don't kill him first.

➤ **Superman: The Man of Steel #35** continues "The Fall of Metropolis" storyline and begins the **DC/Milestone** crossover event "Worlds Collide." Metropolis has fallen, but Luthor isn't finished yet. Just in case anyone or anything has survived his first strike, Luthor has planted several "failsafes" to finish the job, and Superman confronts the first of these. Plus, a seemingly ordinary mail carrier named Fred Bentson may hold the secret to bringing the cities of two worlds together: Metropolis and Dakota!

➤ **"The Fall of Metropolis"** continues this month in **Superman #91** and **Adventures of Superman #514,**

#701.

➤ **"Worlds Collide"** continues this month in **Hardware #17,** part 2, **Superboy #6,** part 3, **Icon #15,** part 4, **Steel #6,** part 5, and **Blood Syndicate #16,** part 6. **Worlds Collide #1** is part 7, and contains two chapters. In the first of these chapters, Static, Superboy, and Rocket join forces against the mysterious villain of cosmic proportions. In the second chapter, all the heroes of Dakota and Metropolis must contend with this awesome being while Fred Bentson grows with power.

➤ **The Spectre #20** features a painted cover by **Bill Sienkiewicz.** Professor Nicodemus Hazzard is seeking a way to control the Spectre — or to eliminate him. That mission leads him to a mysterious artifact called "the Spear of Destiny," and to the Spectre's former allies, the Justice Society of America. Features a special appearance by Lucien of the Dreaming from **The Sandman.**

➤ The extra-sized **Batman #509** begins the 10-part saga **"KnightsEnd."** Bruce Wayne's encounter with Batman in Robin #7 did not end well. Now Wayne must turn to his old foe, Lady Shiva, for help in retraining himself. Meanwhile, while moving in on an arms dealer, Batman discovers that the perpetrator might actually be an old and deadly enemy of the Order of St. Dumas.

➤ **"KnightsEnd"** continues this month in **Batman: Shadow of the Bat #29, Detective Comics #676** and **Batman: Legends of the Dark Knight #62.**

➤ Revealed for the first time, in **Showcase '94 #8,** is the shocking secret origin of Batman's adversaries, Scarface and the Ventriloquist. Also, in a special prelude to Zero Hour, Waverider plummets through the timestream searching for the missing Monarch, determined to stop him before he can cause further destruction. And, Ted Grant, the original Wildcat, is back on the prowl. Following the death of Yolanda Mendez, the new Wildcat, Grant must learn the truth behind a witch's claim that the dead hero can be restored to life.

➤ **Superman/Doomsday: Hunter/Prey #3** of 3 is the final, climactic battle between the two. But Doomsday's ability to adapt and evolve has empowered him with new methods of survival, and may make it impossible for Superman to put an end to the creature.

➤ The legendary mystic and dual entity Dr. Occult returns in the 64-page one-shot, **Vertigo Visions — Dr. Occult.** Occult's male and female aspects are erratically interchanging, and the driving force appears to be his/her repressed sexuality, fighting its way to the surface under the influence of Koth, Occult's oldest enemy. Koth's objective is to destroy Occult by dividing his two aspects, leading to a desperate quest in which Dr. Occult must reconcile his duality if he is to survive.

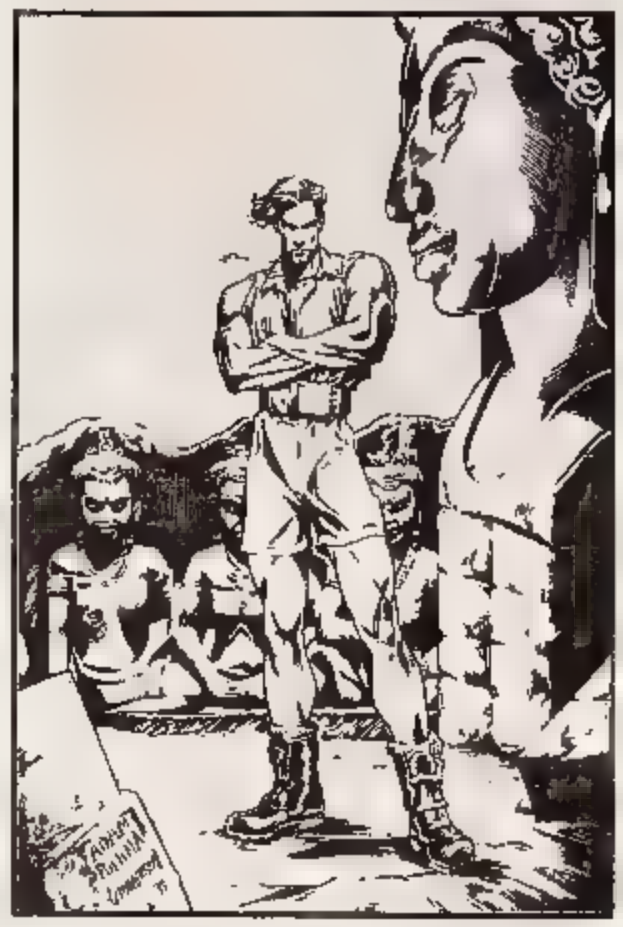
➤ The **Elseworlds Annuals** continue this month in **Batman Annual #18, Superman Annual #6, Batman: Legends of the Dark Knight Annual #4, Steel Annual #1, Lobo Annual #2,** and **Legionnaires Annual #1.**

DEFIANT COMICS

➤ The Universe stands at a crossroads of infinity in **Warriors of Plasm #10.** The opposing forces of creation begin to array themselves for the final, apocalyptic confrontation as Chasm enters the Org — and learns the secret of the Dreamtime.

➤ He is called the Puritan, and he has come to cleanse New York of its sins. In **Dark Dominion #8,** can Michael Alexander, a.k.a. Glimmer, stop this man before he leaves a bloody path of destruction through the heart of the Big Apple? Meanwhile, the Earth, the Substratum, and the Dreamtime grow closer to the cataclysmic conclusion of the Great Schism.

➤ Michael Alexander enlists Charles Smith to aid him against the Gathering Dark. **Charlemagne #3** is thunderous battle action on two fronts as Charles Smith, the most powerful physical force on Earth, and Michael Alexander, the champion of the ethereal Substratum, vie against dark forces of awesome power on both planes.



➤ **Chris Claremont's Prudence & Caution #1** features a sweet, charming, pretty young lady who happens to conquer planets for a living, and an earnest young man who has the strength of two hundred and a genetically-engineered symbiotic left arm with a mind of its own. The two of them form the most unlikely superhero team of all. It's your typical cosmic-female-Attila-the-Hun meets boy-next-door story...sort of.

ENTITY COMICS

➤ In **Zen Intergalactic Ninja: Starquest #2,** Zen takes on the all-powerful Notan, who is threatening the lives of every being on Grok Bradoks' home planet. Can the mightiest ninja in the universe stand up to Notan's ravenous onslaught before it's too late?

FANTACO

➤ **Amazon Woman #1** of 2 is a mature readers title by Good Girl artist Tom Simonton. Simonton brings the adventures of buxom super heroine Amazon Woman to an all-new series. What Amazon Woman may lack in brains she can make up in super powers. This first issue relives her origin. In a second bonus feature, Amazon Woman must save the planet from an evil plot to enslave all Earth and human kind.

GLADSTONE PUBLISHING

➤ **Donald Duck Adventures #27** features "The Mystery of Widow's Gap," a 26-page western thriller by newcomers Ron Fernandez and Pat Block done in the Carl Barks tradition.

➤ **Walt Disney's Comics and Stories #592** is a double size 64-page issue containing a 10-page Donald Duck story by William Van Horn. "Cluck of the Draw" features an appearance by Gladstone Gander and details Donald's attempts to overcome his own foul luck by winning a lottery — any lottery. Also, the final part of Floyd Gottfredson's Mickey adventure, "Hoppy the Kangaroo." And, as a salute to Donald Duck's 60th anniversary, "This is Your Life Donald Duck," a 32-page tribute to the career of Donald.

➤ The third chapter in Don Rosa's 12-part series, "The Life and Times of Scrooge McDuck," is featured in **Uncle Scrooge #287.** "Buckaroo of the Badlands" is a 15-page adventure that chronicles young Scrooge McDuck's days as a cowboy and his encounter with the infamous James Boys. The back-up story is "Duckmade Disaster," a story written by Carl Barks but not illustrated by him.

HARVEY COMICS

➤ Fred and Barney travel the prehistoric world seeking the lost Pebbles and Bamm-Bamm, Boo Boo becomes the owner of Jellystone Park, and Quick Draw McGraw shoots out with the O.J. Kid. All these and more highlight **Hanna-Barbera All-Stars #1.** All these stories are newly created for the first time in 20 years.

➤ **Scooby-Doo #1** is the first new Scooby comic in 20 years. The lead story, "A Monster of a Time," brings Scooby, Scrappy, Shaggy and the rest of the gang into a haunted movie theme park created by a former monster-movie-maker-mogul. The second story places the wacky team of detectives behind the bars of Flotsam Prison. As prisoners, that is!

➤ The first new Jetsons comic in 20 years is **Jetsons #1.** This comic features three brand new stories concerning George's attempt to make Elroy "King of the Speedway," a mad visit to tomorrow's version of a shopping mall, and a hilarious romp about Astro's troubles with a future vet.

HEROIC PUBLISHING

➤ When the Black Enchantress discovers, in **Black Enchantress #2,** that one of her friends is about to be victimized, the subject becomes date rape. And for one of the world's most powerful practitioners of magic, it's entirely possible to pose the question: How would the boy like it if he found that suddenly everything in his life were completely turned around?

IMAGE COMICS

➤ Get a glimpse at **Images of Tomorrow** in **Bloodstrike #25.** In the wake of the discovery of the Katellan outpost in Arizona, Combat must join with Pilot to lead the rest of the Bloodstrike team into the fray and stop the Katellans before their mother ship reaches Earth. Get a first look at Bloodstrike's new line-up...guest starring Photon and Combat. The regular numbering will return next month.

➤ **Brigade #25** also brings us **Images of Tomorrow.** Battlestone's loyalties are torn as he leads the Youngblood team against his former teammates, Brigade. Coldsnap's transformation has reached a dangerous phase and he must remain in a specially designed containment unit to stay alive. The regular numbering will return next month.

➤ **StormWatch #25** showcases a dire future in which the remnants of StormWatch wage a desperate battle with the WarGuard and their near omnipotent leader, Patriarch. Only Battalion, wrenched from the present by the mysterious Traveler, TimeSpan, has any hope of defeating the man who will become StormWatch's greatest foe. The regular numbering will continue next month after another of the **Images of Tomorrow.**

➤ The warning of the Starguard from Supreme #7 has come to pass. Supreme is joined by the Starguard as they confront Supreme's deadliest enemy, himself. **Supreme #25** is part of **Images of Tomorrow.** The regular numbering will continue next month.

➤ Mighty Man's origin is revealed in **Freak Force #6.** An origin so star-

WHO WILL BE CHOSEN?

ULTRAFORCE™

COMING IN AUGUST

FROM MALIBU COMICS®

ULTRAVERSE®

HEROES YOU CAN BELIEVE IN!

ULTRAVERSE® and MALIBU COMICS® are registered trademarks of Malibu Comics Entertainment, Inc. ULTRAFORCE™ and the MALIBU LOGO™ are trademark and copyright © 1994 Malibu Comics Entertainment, Inc. All Rights Reserved.

tling, so controversial that it defies the imagination. You'll explode when you read it. Plus, the origin of Rapture.

➤ Hot on the heels of the Images of ShadowHawk Trading Card set comes **ShadowHawk Gallery #1.** Different interpretations of Image's favorite vigilante as drawn by fan favorite artists including Mark Texeira, Walter McDaniel, Mike Allred, Larry Stroman and more. Plus an all-new 6-page ShadowHawk story that bridges the third and fourth story arcs.

➤ **Spawn #22** is the continuation of the quest for Spawn in which Spawn confronts his best friend, Terry Fitzgerald, about the truth of who he really is, and a return appearance of the Mafia cyborg hit-man Overt-Kill.

➤ **Rob Liefeld** returns to Image's

Premiere title — Youngblood! In preparation and anticipation of Youngblood's return next month, Rob Liefeld jumps on board **Team Youngblood #9** with Danny Miki and Kiko Taganashi, splitting the creative chores with the regular team of Eric Stephenson and Chap Yaep to bring you the first chapter in the return of Youngblood. Features a Liefeld wraparound cover.

➤ Spawn's arch-rival gets his own series starting in **Violator #1.** Violator begins his baptism of fire on Earth. Recently demonstrated in Spawn #14 and #15, the Violator finds out that the shoe can be put on the other foot as he becomes the one who is chased and stalked...by his very own brothers. Stranded on Earth with no powers, because of his failure to do the Dark One's bidding, he must now struggle to stay alive while trying to regain his heart-stopping powers.

➤ **WildC.A.T.S. #11** features a story by **Chris Claremont.** With the WildC.A.T.S. controlled by the millennia old evil of Tapestry, the weaver of fates, Zealot must turn to past allies for help in freeing them. Introducing Zealot's sister, Savant, her former lover, Soldier, and the forgotten Kherubim lord, Mr. Majestic.

MALIBU COMICS

➤ **Hardcase #12** is a special anniversary issue. Hardcase and Choice battle their way through the gauntlet of their worst enemies to discover the secret of Choice's past. But will this secret destroy their relationship for good? Guest starring Hardware and Headknocker.

➤ Old Prototype meets new Prototype when Jimmy Ruiz and Bob Campbell come face to face for the first time in **Prototype #10.** And the city of New York takes matters into its own hands and launches its own superhero — The Manhattan Project.

➤ The climax of Solitaire's battle with his father, international crime lord Anton Lone, is **Solitaire #6.** Solitaire has to confront his own past and his loved ones in his battle to do right. Plus, clues to the mystery of his mother's disappearance. And, he notices something strange going on with his nanotech powers.

➤ **The Strangers #12** is a special anniversary issue. The top ultra group's first epic comes to an astounding climax as the secret history of Yrial's island is finally revealed. But will that be enough to force Yrial's people to let her rejoin her friends? And what's Chris Columbus doing on the island, anyway?

➤ First, Mantra. Then, Ultraverse Premiere. Now, **Warstrike #1.** Warstrike is thrown into a kidnaping conspiracy and winds up neck-deep in ultras who won't be satisfied until he's dead. What started out as a routine kidnaping case takes an ominous turn as Warstrike discovers there's much more to this case than what appears on the surface. The trail leads him deep into the heart of the South American rain forest, where Warstrike must face the darkness within mankind — and himself.

➤ Wrath and the Freex face-off in **Wrath #5.** Wrath questions the motives of his employer, the enigmatic government agency Aladdin, amidst an ultra-violent confrontation with the Freex. And Aladdin puts in motion a program to make Wrath obsolete.

➤ Once upon a time there was a race of men who could out-shoot, out-fight and out-kill anybody. They were paid fabulous sums of money to act as mercenaries. The practice became so lucrative, they decided to go into business. They became the most successful businessmen in history. And they called themselves...The Star Slammers. Now, in **Star Slammers #1** of 5, "The Minoan Agendas," Walter Simonson's Star Slammers are back. This time, the unthinkable has happened, one of the Slammers' own, Rojas, has been captured alive.

MARVEL COMICS

➤ **Marvel** adapts **Disney's The Lion King** in the 48-page **The Lion King #1.** The Lion King is the story of a lion cub named Simba, who is destined to be king.

➤ Ren and Stimpy are determined to make the summer pay off in the 48-page **Ren & Stimpy Summer Jobs Special.** After combing the classifieds, Ren and Stimpy take jobs as house pets for a superhero team and

stuntmen for a big budget action movie.

➤ You'll see the final fate of the Protege, the Beyonder, Mephisto, and Malevolence in the special **Guardians of the Galaxy #50.** Shocking revelations are made about Starhawk, and Rancor returns. This issue is also the first part of "Future History," which details the impact of certain 20th Century heroes on the 30th Century.

➤ In **Galactic Guardians #1** of 4, a mysterious menace of unparalleled proportions threatens the entire galaxy. The first strike affects Mainframe's homeworld, as Asgard is besieged by the brutal Silverback. Thor's son, Woden, joins the fray, and the thousand-year-old feud between Hollywood and Mainframe is explored, providing amazing insights into the War of the Worlds. Also included is part 2 of "Future History."

➤ **Nova** guest stars in **Quasar #60,** the final issue of the series. Blaming Quasar for the Vanguard's death, Russia's first family of mutants want revenge. Then, Quasar bids the Earth a fond farewell, maybe for good this time.

➤ **The Hulk** and **Force Works** guest star in **Iron Man #306,** the finale to "Crash and Burn." At last, Iron Man learns who masterminded the smear campaign that brought Stark Enterprises to its knees.

➤ **Gambit** guest stars in **Daredevil #330.** While Strucker holds New York City hostage, Daredevil and Cap square off against Systems Crash, a new Hydra Strikeforce.

➤ The other Nightstalkers are dead, and Blade stands alone against the vampires invading the Marvel Universe. Among them is Dracula, and the devastating means of his return is beyond your wildest nightmares. Find out all about it in **Blade: The Vampire Hunter #1.**

➤ **Dr. Strange #67** marks the return of a major character. Clea is back on Earth at last, searching for her lover and finding something strange instead. Now, she flees from Salome, the new Sorceress Supreme, and tries to make sense of what has happened to Dr. Strange. Written by David Quinn.

➤ In **Ghost Rider #51,** Ghost Rider returns, turning his back on the supernatural. He is once again a gritty urban avenger. When a vicious band of killers victimizes a series of foreign tourists, Ghost Rider wheels in to stop the bloodbath and bring the perps to his own brand of justice. This issue offers the first story starring Dan Ketch as Ghost Rider since his apparent death.

➤ The Black Cat gets her own limited series starting in **Black Cat #1** of 4. Hired by the mysterious Morelle Corp. to recover stolen plans, the Cat finds herself up against Cardiac and a whole slew of new villains.

➤ What's the deal with Lyla? **Spider-Man 2099 #21** offers the lowdown, along with Lyla's never-before-told origin. It also explains why she looks like Marilyn Monroe. Also, the conclusion of Spidey's brutal battle with Discord.

➤ In **X-Men #34,** the Beast busts into Mr. Sinister's secret lab. Searching for information about the deadly Legacy Virus, he stumbles upon Threnody and sees the horrible ramifications of having left her in Mr. Sinister's care. It ain't a pretty picture.

MIRAGE PUBLISHING

➤ **Casey Jones: "North By Downeast" part 1** collects the installments that originally appeared in Plastron Cafe #1-#3. Casey's strange run-in with some decidedly fishy muggers in N.Y.C. is told to the Turtles in a series of flashbacks, evolving into a story involving a kidnaping, a drowning, lots of fighting, and a lucky rescue in the nick of time.

NEMESIS COMICS

➤ It's Ultraman vs. Ultraman in **Ultraman #4.** Suddenly, there are two Ultramen, almost identical in appearance, close in powers, and totally opposite in the driving forces behind them. The monster Gudis has returned for his ultimate revenge — the creation out of his own body and that of the villainous predator, the Raptor, a Blue Ultraman, driven by evil beyond belief.

TOPPS COMICS

➤ **Mars Attacks #1** contains two stories and a flip-cover.. In the main story, the Martians invade with a vengeance. Witness their destruction of Earth's cities, their annihilation of Earth's armies, their deliberate activation of nuclear missiles, and the unleashing of biological warfare that sees the creation of giant insects. Witness the horror through the eyes of the people whose lives will be forever changed. The back-up story reveals the events that launched the first Mars attack. For the first time you'll see the peaceful Martians and the atrocities that Mankind inflicts on them when they journey to Earth and attempt to establish peaceful relations.

➤ The demon Frightful returns in **Hellspawn #1** of 3. Frightful's had his fill of Satan Six's failures, so he takes off on a vacation.. And he's determined to find a fun time in New York City even if it kills everyone on the island. Unfortunately, he finds

HIS
HUMANITY
IS AT STAKE!
BLADE
THE VAMPIRE-HUNTER
#1 ISSUE FEATURING THE
RETURN OF DRACULA
BY IAN EDGINTON
DOUG WHEATLEY AND CHRIS IVY
FOIL STAMPED COVER
MONTHLY FROM
MARVEL COMICS
PREMIERING IN MAY

himself hindered by his old nemesis, the angel Pristine, who has appointed herself Manhattan's guardian angel for as long as Frightful is running loose.

➤ **Ray Bradbury Special: Tales of Horror #1** features three adaptations of classic and horrifying fantasy stories. The first is "The Skeleton" adapted by Anthony Williams and Stephen Baskerville. Next is "Uncle Einar" adapted by Lar Hokansen and finally, "Home to Stay" adapted by Wally Wood

TRIUMPHANT COMICS

➤ **Doctor Chaos #7** is the all Mr. Death issue. With Doctor Chaos' spirit remaining "elsewhere," his body dormant within his keep, Mr. Death seizes his opportunity to bring about Pathos' Golden Age — even if it requires the extinction of all life within the mainstream reality. And with Doctor Chaos out of commission, who can stop him?

➤ **Riot Gear #0** reveals the bizarre series of events the Riot Gear went through between their first appearance in Scavengers #2 and the beginning of their own series. We get to see what went on during the Riot Gear mission on Toolon 12 that made them want to leave the 'Gear, and we are introduced to Doctor Virtual and the incredible power he wields. The mere proximity to Doctor Virtual empowers the 'Gear to block their control signals and become free — only what will they do with their new found freedom?

➤ In **The Chromium Man #10,** Chromium realizes that even though he has removed Governor Tarsak from power, the real battle still lies ahead. Chromium knows that it is only a matter of time before the Realm sends in troops to retake Kaabari and perhaps wipe out the native population for good. While Chromium convinces some of them to evacuate, he is forced to help the rest prepare for a battle they are doomed to lose.

VALIANT COMICS

➤ **Starwatchers #1** debuts with a wraparound chromium cover and is rendered in Valiant Vision. The mysterious Starwatchers have come from deep space, offering their incredible powers to safeguard the Earth's solar system. The trouble is no one trusts them to do the job, until the citizens of Titan, in orbit around Saturn, fall victim to the return of the Spider Aliens. Along with Magnus #39 and Rai #24, all three take place in the year 4020 and begin the story of Earth 17 years after the Malev War.

➤ **Magnus Robot Fighter #39** introduces us to the now almost grown-up Torque, the super-strong, swashbuckling son of Magnus. Leeja and her spouse find out that keeping the lid on a fun-loving playboy son is no easy task — especially when there's a global government to run, there are no robots for him to smash, and the women of the future can't keep their hands off him.

➤ In **Rai #24,** the son of Rai is growing up in Ladakh, Tibet, with Takashi, the son of Kazuyo and Tohru, the 41st Rai. When the two engage in a friendly contest, Takashi reveals an unexpected and deadly hatred for young Rai. When even a New World Order can't stop the mythic chain of events set in motion when one blood brother hates another, can Rai?

➤ Turok fought and defeated the bionasaur Mon-ark in issues #1-#3. Normally, having your head blown off by an explosive arrow will have you pushing up daisies, but not Mon-ark. It only made him madder. In **Turok, Dinosaur Hunter Yearbook #1,** Mon-ark is hell bent on sending Turok to meet his maker. Written by Dave Cockrum.

➤ **Archer & Armstrong #25** is part 1 of the second annual Brotherly Love Team-up and tells the long awaited tale of how Armstrong originally made enemies with the people who formed The Sect. Armstrong had kept the secret for hundreds of years, but now the true story is revealed.

➤ Part 2 of the second annual Brotherly Love Team-up is **Eternal Warrior #25.** This issue continues the story of how Armstrong originally made enemies with the people who formed The Sect. The two-part story, dating back to 1191 and featuring King Richard and King Phillip the Second concludes.

➤ Aric tries to put the pieces of his life back together in **X-O Manowar #31,** but finds it difficult to adapt to existence without his armor, Shanhara. Meanwhile, Orb security chief Randy Cartier attends a memorial service in Canada and ends up involved in international intrigue north of the border.

VIZ COMICS

➤ On the manmade island of Shad, a tournament is held for warriors known as "Street Fighters" to determine who among them is the strongest. Amidst the fighting, a single female warrior must do battle to discover the secret of her father's disappearance. But first, she must defeat the terrifying Blanka, beastman from the jungles of Brazil. All-out action in **Street Fighter II #2.**

➤ The curse of Cologne continues to confound Ranma in **Ranma 1/2 part 3 #6,** as the hottest water he/she can bear is only a degree or two above tepid. Without the hot water, Ranma can't change back into his boy form, and so the gender-bending martial artist must take the fight from the streets of the city to sun-drenched beaches, all in an effort to be "normal" again.

CBC CONTEST WINNERS

Here are the winners of the ANIA uncut chromium card sheets from CBC #12. Congratulations!

Rob Keaton — Gouverneur, NY
John E. Barlett — Lebanon, PA
Rachael M. Lesher — Jamestown, NY
Greg Snyder — Santa Barbara, CA
Mark Chronister — Catoosa, OK
Tom Waldron — Roanoke, VA
Jeffrey Eyer — Nazareth, PA
David Glaeseman Jr. — Worland, WY
Chris Litz — West Portsmouth, OH
Scott Aaron — Scottsdale, AZ
Raymond H. Rodecker — Riverdale, GA
Gary W. Adams — APO, AE
Fabian Sanin — Islandia, NY
Shane Sudman — Brock, NE
David Griswold — Greenfield, MA
Carleton Hsing — S. Glastonbury, CT
Robert Rovinski — Ft. Pierce, FL
Jason Sherman — Norristown, PA
Tim Marquardt — Brookfield, WI
Shawn Leubner — Nevada City, CA
Thomas Pyzik — New Bedford, MA
Michael A. Barker — Bloomington, MN
Phil E. Hodge — Elgin, IL
Eric Pamplona — Buena Park, CA
Bo Clerc — Silsbee, TX

IT'S FUN IN THE SUN WITH TWO #1'S! 2 SIZZLING HOT SUMMER RELEASES FROM Archie

Archie COMICS #1
Archie's Vacation Special
ARCHIE'S VACATION SPECIAL SHIPS MAY 24TH
Archie COMICS #1
Betty and Veronica SUMMER FUN
BETTY & VERONICA'S SUMMER FUN SHIPS JUNE 21ST

48-page full color comics with pull-out insert posters! $2.00 US; $2.50 CANADA.

TM & © 1994 ARCHIE COMIC PUBLICATIONS, INC.

From The Collector's Closet

by James Chambers

The King Of Comics, Part III

After working at Marvel for over a decade, Jack Kirby moved to DC Comics to take over *Superman's Pal, Jimmy Olsen* in 1971. Immediately introducing ideas he had worked on privately for years, Kirby expanded the concepts that had served him during the Silver Age. Taken to their extreme, those concepts incorporated the endless struggle between good and evil across the universe more fully than ever before. Introduced in *Superman's Pal, Jimmy Olsen* #134, Darkseid, Kirby's primary villain, heralded the coming of a new era in comic books. After that issue Kirby's epic saga quickly unfolded on many different levels throughout half a dozen all new titles that have since become integral to the DC universe. Kirby's creations *The Demon*, *The Forever People*, *Kamandi*, *Mister Miracle*, *The New Gods* and *The Sandman* supplied DC with some of the richest new characters and settings the company had ever published. Together the comics formed a single, massive storyline that has been a vital element of DC comics for over twenty years.

Combining ideas from *Jimmy Olsen* with *The Forever People*, *Mister Miracle* and *The New Gods*, Kirby unveiled the central focus of his grand saga. Based on the fundamental conflict between freedom and oppression, Kirby told the tale of conflict between universal powers. The Earth, poised at the center of a galactic conflict between light and darkness, becomes a humble backdrop for the war. Though often overlooked in favor of his Silver Age work, these comics contain some of Kirby's strongest art and most fully developed stories.

***The New Gods* #1**
By Jack Kirby and Vince Colletta
DC Comics
March 1971

It begins with an ending, an epilogue to the lost days of the old gods. As the door closes on what has gone before, Jack Kirby introduces us to the new order. For ages only a vast silence has filled the universe, and the untold energies of light and dark have rested dormant. Now new powers rise to replace the old and the universe quakes to the footsteps of the New Gods.

Two neighboring planets, spinning through the void, provide the base for the next stage in the evolution of the universe. On the side of freedom and justice are the denizens of New Genesis, but the smoldering planet Apokolips harbors those who would spread darkness and pervert humanity. Orion, champion of New Genesis, stands ready to oppose the forces of evil. Backed by the High Father, his friend Lightray and the mysterious Metron, Orion confronts the mighty Darkseid. Traveling to Apokolips, a swirling mass of blasted landscapes and tortured souls enslaved by monstrous beings, he learns the truth about Darkseid's plans and the fate of the Earth.

Kirby constructs a morality play about the struggle between freedom and injustice, and the triumph of hope over despair As in classical myths, the gods are above man, yet accountable to him and influenced by earthly events. Between warring gods lies the Earth, dangling in the balance of their terrible struggle. *The New Gods* #1 is the birth of a new mythology played out across a universe, yet inextricably tied to the lives of mortalkind.

Chosen as the testing ground for the Anti-Life Equation, the Earth has been infiltrated by Darkseid and his forces. The formula, which gives its user power over all life, may provide him with the key to wreaking destruction throughout the universe. Once uncovered, the formula will first be tested against Earth. Guided by the enigmatic Source, Orion races into space to thwart the plans of Darkseid, and arrives on Earth to begin the battle. Dedicated

to the cause of New Genesis, Orion wields the Astro-Force against Darkseid's might, but in the end he may falter in the face of the truth about himself and his own dark origins.

Pure Kirby from cover to cover, *The New Gods* offers dazzling images of two diametrically opposed worlds and the beings who inhabit them. The sense of majesty surrounding the citizens of New Genesis is rivalled only by the depths in which the people of Apokolips exist. Kirby works the medium expertly using his vast talents to carry the reader through this strange new world like a tourist. Like all good first issues this one introduces readers to a brand new world, and makes them feel at home.

The New Gods #1 is one of Kirby's best efforts from this period. His art, inked by Vince Colletta, has rarely been so sharp and intriguing. As the introduction of several major characters and a long-running storyline, *The New Gods* #1 is Kirby's most significant work in the past twenty years.

***The Forever People* #1**
By Jack Kirby and Vince Colletta
DC Comics
March 1971

The Forever People debuted at the same time as *The New Gods* and continues the story of Apokolips and New Genesis from a different perspective. The issue opens on Earth as a group of people hailing from Supertown arrive via boom tube to carry on the battle against Darkseid. Four members of the god-like race, Vykin the Black, Mark Moonrider, Big Bear and Serifan arrive on Earth in search of their female friend, Beautiful Dreamer, a prisoner of Darkseid who hopes to use her in unlocking the secrets of the Anti-Life Equation.

Shortly after their arrival the group encounter Superman, who has grown lonely as the only being of his stature on Earth. Seeking the truth about those who seem so much like him, Superman investigates their origins with hope of learning about himself. Quickly becoming embroiled in the conflict with Darkseid and his servants, Inter-Gang, Superman learns of Supertown, the home of the Forever People. While the battle rages on, doubt rises in his mind. Can he stay on Earth and defeat Darkseid or will he travel to Supertown to find the companionship of those as powerful as himself?

The second title set in Kirby's galactic conflict offers adventure on the same epic scale found in *The New Gods*, but in a slightly lighter mood. The clash against Darkseid (a battle so big it couldn't be contained in one comic book) carries on as the central theme of both books, tying the two titles together closely. In connection with *Mister Miracle*, a third comic about a rebellious citizen of Apokolips, Kirby revealed his grand plot. Though not as significant as *The New Gods*, *The Forever People* certainly stands among Kirby's top works from this period.

The Eighties and Nineties

After leaving DC in the late seventies, Kirby's pace slowed drastically. In the early eighties he wrote and drew a series called *Captain Victory and the Galactic Rangers* for Pacific Comics. The series centered around a cosmic space organization and lasted thirteen issues. Other work by Kirby included covers and occasional pin-ups for companies such as DC and Marvel.

In the early nineties Kirby embarked on a comeback. An agreement with Topps Comics gave them the rights to develop new comic book series from Jack Kirby's unpublished ideas. Primarily based on Kirby's Secret City Saga, Topps produced three one-shots called *Bombast*, *Nightglider* and *Captain Glory* and a mini-series called *Jack Kirby's Secret City Saga*. Another comic called *Satan's Six* was also released, but was not connected to the other titles. Though Kirby did not write and draw these stories himself, each one stemmed from his original concepts and characters. Executed by such comic veterans as Dick Ayers, Steve Ditko, Don Heck and Roy Thomas, the comics harkened back to the classic tradition of the Silver Age.

One of Kirby's last works was *Phantom Force*, published by Image Comics. *Phantom Force* features plot and pencils by Kirby and inks by Image's hottest artists and Kirby fans. These include Rob Liefeld, Todd McFarlane, Jim Lee, Marc Silvestri, and Erik Larsen.

Though Jack Kirby is gone, his creations will live in comics forever. He has left fans and creators alike with the creative wealth of a mind that never stopped imagining and a career that spanned over sixty years. Now we close our humble tribute to the King, sadder for his passing but grateful for the wonderful gifts he left behind.

A wise man once said that when man eventually reaches the far end of the universe, he will undoubtedly find the name Jack Kirby signed on the lower right hand corner. (Marvin Wolfman, from a text piece in The New Gods #1)

MATSUDA

EXTREME PREJUDICE™

Never a dull moment from the house that Liefeld built...

By Len Senecal

A studio-wide crossover, the union of creative juggernauts, the aftermath of an earthquake, and 100 more proposals from would-be artists, writers, and colorists. It's just another work week at Extreme Studios, where things always seem to happen in a BIG way. Even as the seven-part Extreme Prejudice crossover hits the boiling point during the months of March and April, the groundwork is being laid to keep all the cylinders firing for a long time to come at Extreme Studios. And just as soon as Team Youngblood, Bloodstrike, Brigade, and Supreme get through taking on super-villain Quantum, the pressure cooker will continue in a world suddenly changed by the events of the studio's second major crossover event in as many years.

"One of our characters is going to die, another is going to lose his powers forever, and the status quo for each of these books will never be the same," states Extreme editor Eric Stephenson. At the same time an interesting piece of Youngblood's past will resurface in a move that will "solidify a great deal of Image history." It seems that Quantum isn't the only secret from antiquity that is about to reappear. The Newmen have also returned from a long hiatus, and they find 1994 so much to their liking that Extreme has granted them a monthly title, *Newmen*, which is slated to debut in late April right after the conclusion of Extreme Prejudice.

"It's gonna be an action adventure oriented book with a lot of strong characterization," according to Stephenson. But while this might sound all-too familiar coming from an editor whose studio is already responsible for three different team titles, one of the comic industry's busiest editors and writers predicts that the *Newmen* will be anything but routine. "It's going to be a lot more light-hearted than any of the other Extreme titles. The characters are gonna be able to laugh at one another a little bit more than in some of our other books, which seem to be really serious at times." Part of this comes from the fact that the series will emphasize, "the team's inexperience ..they're just starting out and they really don't have a clue as to what they're doing."

The same does not hold true for the creative team, however, as Stephenson will be joined by up and coming pencil artist Jeff Matsuda and inker Jonathan Sibal on a title that will be anything but the normal fare from the house that Liefeld built. "Anybody who looks at the *Newmen* and says that it's a typical Rob Liefeld book is going to be very, very pleasantly surprised," Stephenson predicts.

Consisting of five members (team leader and telepath Reign, teleporter Exit, the bear-like Kodiak, speedster Dash, and flight specialist Byrd) the group is the brainchild of Proctor, a member of the original Newmen. The reappearance of super-villain Quantum following a 20 year exile at the bottom of the Atlantic Ocean brings Proctor out of a self-imposed retirement. When his attempts to reorganize the original Newmen fail, Proctor decides to do the next best thing and recruits a whole new team to enter the fracas. The exploits of this second generation of Newmen play a major role in the storyline of Extreme Prejudice which began earlier this month in *Team Youngblood* #7 and continues through *Bloodstrike* #10 in April

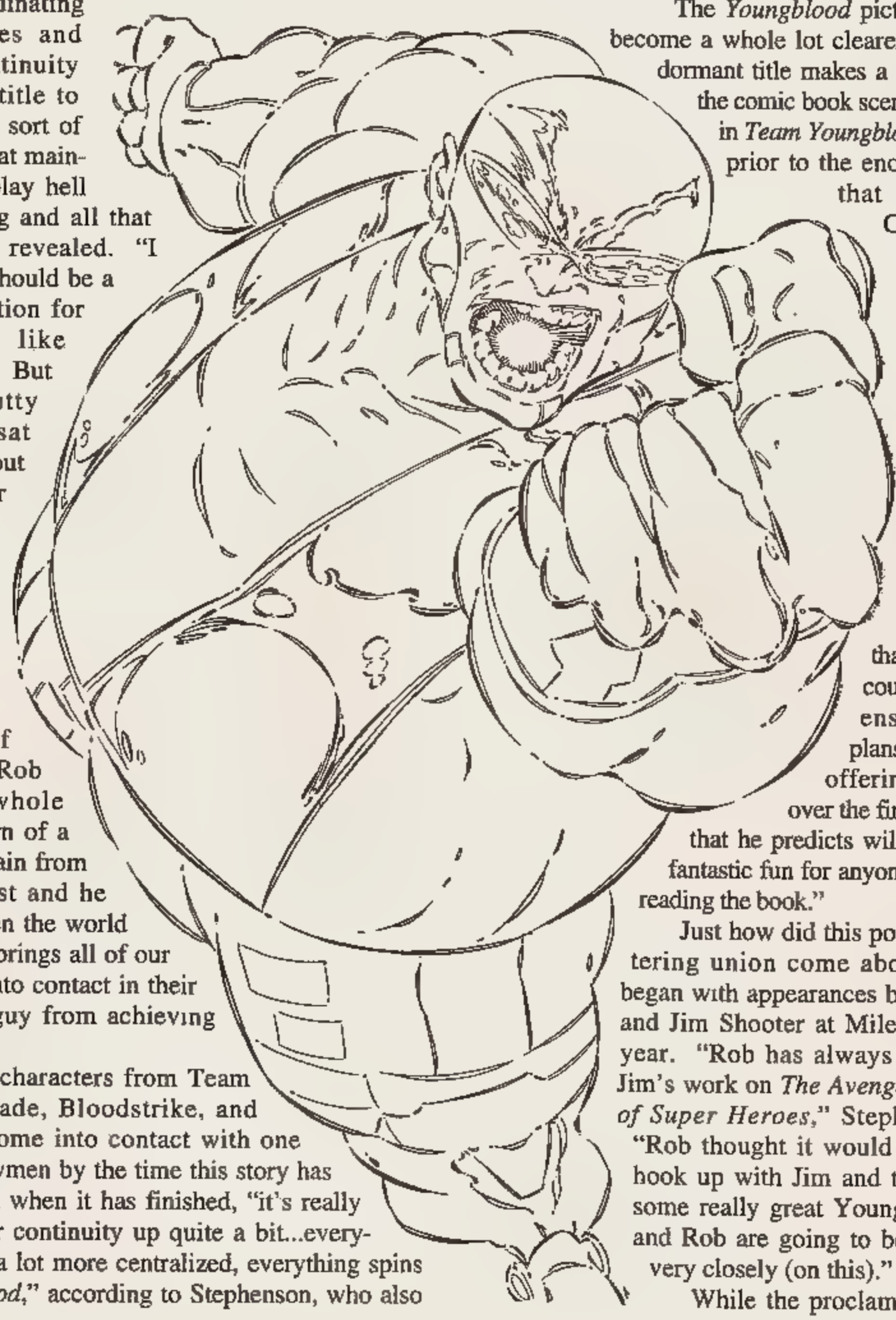
The actual *Newmen* series will serve as a launching pad for a collection of new villains and co-conspirators for the group's five members. "We're really trying to establish a lot of new ideas in the book with a really rapid-fire pace while not sacrificing any of the characterization or story-

"One of our characters is going to die, another is going to lose his powers forever, and the status quo for each of these books will never be the same"

telling," Stephenson commented. A new villain named Elemental will make his debut in *Newmen* #1, while subsequent issues of the series will include the rotund bounty hunter Girth, an alien named Ikon, and Pastime, an interesting character who is able to "pop back and forth in time at short intervals."

"Anybody who looks at the Newmen and says that it's a typical Rob Liefeld book is going to be very, very pleasantly surprised..."

While Stephenson was initially skeptical about the prospects of a crossover such as Extreme Prejudice, he quickly warmed up to the idea when Rob Liefeld justified it as a means of pulling Extreme's corner of the Image Universe together. "For quite a while Rob has been talking about coordinating some of our titles and establishing a continuity that flowed from title to title. I was always sort of resistant to doing that mainly because it can play hell with the scheduling and all that stuff," Stephenson revealed. "I also thought there should be a real solid justification for doing a story like Extreme Prejudice. But Rob being the nutty guy that he is, sat down and worked out this whole story for Extreme Prejudice and it involves some new characters that would help flesh out our already existing characters into an even tighter set of titles. Basically, Rob pitched me this whole idea about the return of a vastly powerful villain from our character's past and he resurfaces to threaten the world anew. This sort of brings all of our myriad characters into contact in their quest to stop this guy from achieving his goals."



As a result, the characters from Team Youngblood, Brigade, Bloodstrike, and Supreme will all come into contact with one another and the Newmen by the time this story has run its course. And when it has finished, "it's really going to tighten our continuity up quite a bit...everything's going to be a lot more centralized, everything spins off out of *Youngblood*," according to Stephenson, who also notes that "we're going to be making the ties between the Youngblood program and Bloodstrike a lot clearer."

The *Youngblood* picture is also about to become a whole lot clearer when the recently dormant title makes a thundering return to the comic book scene with short features in *Team Youngblood* #9 and #10. Just prior to the enormous earthquakes that shook Southern California, Extreme Studios sent the comic book version of the Richter Scale through the roof by confirming the rumored collaboration between Rob Liefeld and Jim Shooter. "Jim Shooter will be writing six issues, but don't hold me to that...it could be less, it could be more," Stephenson said. Current plans call for bi-monthly offerings of *Youngblood* over the first six issues, a move that he predicts will be "a lot of really fantastic fun for anyone who's going to be reading the book."

Just how did this potentially earth-shattering union come about? Basically, it began with appearances by both Rob Liefeld and Jim Shooter at Mile High Comics last year. "Rob has always been a big fan of Jim's work on *The Avengers* and *The Legion of Super Heroes*," Stephenson explained. "Rob thought it would be a good idea to hook up with Jim and to get him to write some really great Youngblood stories. He and Rob are going to be working together very closely (on this)."

While the proclamation linking these

WELL, GREAT THEN! NOW THAT WE'VE FINALLY RESOLVED WHAT YOUR TRUE INTENTIONS ARE.
I'D SAY IT'S HIGH TIME WE PUT A STOP TO THEM!
YOU'RE CERTAINLY WELCOME TO TRY, YOUNG FOOL. BUT BEFORE YOU GET TOO FAR AHEAD OF YOURSELF--

Extreme Prejudice Crossover Titles

Team Youngblood #7

Brigade #8

Bloodstrike #9

Supreme #11

Team Youngblood #8

Brigade #9

Bloodstrike #10

Supreme #12 (epilogue)

Newmen #1 (spin-off)

two industry giants left fans and industry professionals scrambling in the aftershock, the members of Extreme Studios had to deal with real-life rumblings of their own just a few days later during the earthquakes that rocked Northern Los Angeles. "Nothing really bad happened here in the studio," Stephenson noted, but the same could not be said for Extreme editor Kurt Hathaway, whose house received "quite a bit of damage."

The prospects of living near the fault line haven't deterred many would-be comic book professionals, however. The response to the Extreme Talent Search has been "literally overwhelming," according to Stephenson, who has received better than 100 portfolios a week. Several new pencillers and a new color separator are about to join the Extreme team after sending in samples of their work, and colorist Christian Lichtner is already on the job at Extreme Studios.

And so it is for the folks at Image's most productive studio. Like the postmen who always deliver despite the wide variety of atmospheric conditions that come their way, Liefeld and company just keep putting out quality comic books no matter what obstacles, natural or otherwise, come their way.

TRI-STATE COMICS, INC.
[illegible] ANDY'S LANE
WILMINGTON, DE 1981[illegible]
PHONE: 302-529-7422
OR FAX:13025297242(PAUSE)YY

SIGNED & CERTIFIED COMICS!
JIM LEE! MARK SILVESTRI! ROB LIEFELD! JIM VALENTINO! JOE QUESADA! JIM PALMIOTTI! AND MORE
NEW AND BACK ISSUES!
ALL COMICS COME PACKAGED IN ACID-FREE BAG & BOARDS
NON-SPORTS CARDS!
MARVEL UNIVERSE! VALIANT! HOLOGRAMS! SPECIAL CARDS! SIGNED CARDS! BUY 'EM BY THE SET, BOX OR CASE!
FREE CATALOGS!
JUST TYPE OR PRINT NAME, ADDRESS, CITY, STATE, ZIPCODE & PHONE NUMBER WITH AREA CODE.
SEND TO ADDRESS ABOVE
WHOLESALE PRICES AVAILABLE!
INTERNATIONAL ORDERS WELCOME!

SPAWN/BATMAN SIGNED BY FRANK MILLER!

Superstar comics creator **Frank Miller** has agreed to sign copies of this year's mega-hit, the **Spawn/Batman** crossover. Frank is the writer of this powerhouse book, and will be signing a **numbered, limited edition of just 10,000 copies for Dynamic Forces.** All copies come with a certificate of authenticity. Orders will ship **no later than April 15th.**

Spawn/Batman Signed by Frank Miller 49.95

Spawn© Todd McFarlane, Batman© DC Comics 1994

OTHER SIGNED BOOKS

Breed I Signed by Jim Starlin (Ltd. to 10,000 numbered copies/With Cert. of Auth.) 34.95
Danger Unlimited I Signed by John Byrne (Ltd. to 5000 copies but not numbered/With Cert. of Auth.) 34.95
Power & Glory I Signed by Howard Chaykin (Ltd. to 10,000 numbered copies/ With Cert. of Auth.) 34.95
Gambit I Signed by Lee Weeks & Howard Mackie (Ltd. to 10,000 numbered copies/With Cert. of Auth.) 26.95
Sabretooth I Signed by Mark Texiera (Ltd. to 10,000 numbered copies/With Cert. of Auth.) 22.95
X-Men 28 Signed by Andy Kubert (Ltd. to 2500 numbered copies/With Cert. of Auth.) 26.95
X-Men 30 Signed by Andy Kubert & Matt Ryan (Ltd. to 7500 numbered copies/With Cert. of Auth.) 37.95
Fatal Attractions Holo Cover Issues Signed
X-Factor 92 Signed by Joe Quesada... 24.95
X-Force 25 Signed by Greg Capullo .. 24.95
X-Men 304 Signed by Dan Panosian ... 24.95
X-Men 25 Signed by Andy Kubert 24.95
Wolverine 75 Sgd by Adam Kubert ... 24.95
(All Fatal Attractions parts are Ltd. to 7,500 numbered copies/With Cert. of Authenticity)
Creator's Universe Cards Pk. 2.00/Box 49.95

QUANTITIES LIMITED...CALL NOW!
1-800-999-1495

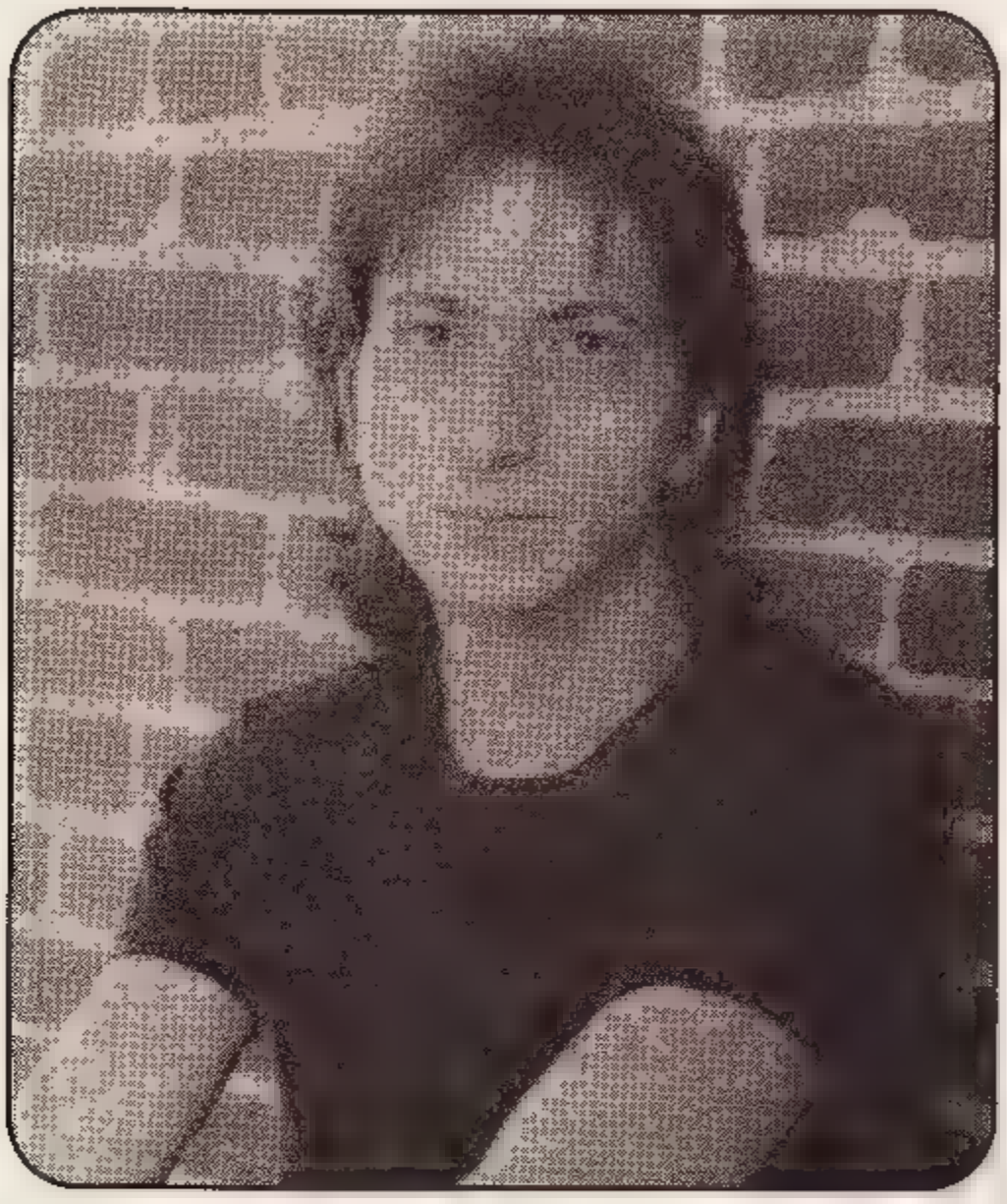
All orders ship no later than April 15th

NEW GRAPHICS EXPRESS
P.O. BOX 877-CBC2
WARRENTON, VA 22186
PH: 1-800-999-1495

ORDERING INSTRUCTIONS
1. Payment by Check, MO, Visa, MC 2. Check & MO customers may call in and reserve books for 7 days. 3 Shipment by UPS unless otherwise requested. 4. Shipping is $4.25 AK, PR, HI, Guam, APO & FPO's are $4.75 Canada is $5.95 (Sent air). Other foreign $9.50 surface. 5. Sorry, No COD's. 6. VA residents please include 4.5% sales tax.

FRANK MIL

••• GETS PERSONAL



*After developing a huge fan following for his dramatic reworkings of traditional superheroes (*Daredevil, Batman: Dark Knight*), writer/artist Frank Miller is breaking new ground with his personal projects* (Sin City, Martha Washington Goes to War, *both published by Dark Horse)...with a little* Spawn/Batman *thrown in for good measure.*

By JANET L. HETHERINGTON

Comic Book Collector: I'd like to ask you about *Sin City*.

Frank Miller: That's my favorite.

CBC: *Sin City* is hard, gritty and uncompromising...about as far from the superhero genre as one can get. What was your inspiration to tell these stories?

FM: *Sin City* is the kind of comics I've always wanted to do. When I was an amateur living in Vermont, as a teenager, I was drawing and inking and lettering black and white comics about tough guys in trench coats and beautiful women in squalid urban surroundings. I grew up reading crime fiction—still do—it's still my favorite kind of fiction to read. I could go into a long list of authors, but the one I have to mention is Mickey Spillane, who remains one of my favorite writers of all time.

When I first got work in comics, it was all superheroes. And since I always loved them, since I was a little kid, that was not a bad thing to me. But I found myself again and again being drawn to characters who functioned more in a crime setting—characters like *Daredevil* and *Batman*. Now I've got the freedom to go ahead and do the crime comics I've wanted to do since I was a kid.

CBC: Is there any particular reason why you decided on your very graphic black and white style for this book?

FM: Oh, yeah. The first and foremost reason is that Lynn Varley isn't working in comic books right now. And having worked with the very best, I thought it was time to try my hand at black and white. Also, it fits the genre so well, and there's black and white experiments I've been aching to get to...that I've been working out in *Sin City*. It's a fun way to draw and I'm really enjoying myself.

CBC: I understand you are doing everything yourself...writing, drawing, lettering and inking. How are you managing to juggle all this?

FM: It's one continuous process. I'll work out the general scenario that I'm going to follow and I'll either write dialogue or rough out pictures. Then I'll trace them off to pencil drawings and get straight to the lettering. And then the most fun of all is inking. So, it's all very continuous. Since I started the second *Sin City* series, it's sort of, 'what part of which gal am I on now?' I'm pretty methodical.

"I feel I'm doing something that's new and that I'm contributing a little more toward the future of comics, instead of strip-mining the past."

LER

●●●

CBC: At the end of *Sin City*, you show the death of Marv. But he appears again in the second storyline, "A Dame To Kill For". How did this come about?

FM: The first *Sin City* had a fairly tight time-frame. Up until Marv was arrested, all of it took place in a pretty short amount of time, in a little over a week. "A Dame To Kill For" has a much longer time-frame. So it actually begins before the first book. And events of the first book start popping up in the fifth issue of this series.

CBC: How do you feel about having your artistic style, developed for *Sin City*, imitated in other books like *Deathblow*?

FM: Well, it's been a surprise...it's certainly the most imitated work I've done, stylistically. I think it's probably because I feel much more in command of style than I ever have before. I think I've been at this long enough to have developed an approach that's much more my own. As far as the imitations that are coming out, they're rather flattering, and I can't complain too loudly about them because there's some people I'd have to answer to, who I learned from along the way.

CBC: Are you satisfied with the way the series is turning out for you?

FM: Very. I'm euphoric, to tell the truth. I feel like I'm really hitting my stride creatively, and the reception the new series has gotten is just marvelous.

CBC: After "A Dame To Kill For", are you planning more *Sin City* stories?

FM: Yeah. I'm planning the next series to begin in November. I'm going to jump right into it, pretty much. I'm also doing a variety of short *Sin City* stories; one of them is being serialized in Diamond *Previews* right now. So there's going to be a lot more *Sin City* coming.

CBC: Now, can you tell us a little bit about *Martha Washington Goes To War?*

FM: Sure. It's a five-issue series that Dave Gibbons is illustrating and Angus McKie is coloring. It's gorgeous stuff...wait till you see this book!

It takes place two years after *Give Me Liberty*. Martha Washington is now 19-years-old. She has spent the last two years in the trenches of the second American civil war. She has really been through hell. But she's as intimidable as ever. She is now on the trail of a gang of high-tech seditionists who are dismantling America's infrastructure, leading toward complete collapse. And basically the gist of the series is, that the future that Martha Washington is in looks wonderful...it's full of spectacular high-tech gadgets and machines. The only problem is that, none of them work. So often she is up against her own technology as much as any opponent she's facing.

CBC: Is that because people have forgotten how these things work?

FM: No, it's because all the best inventor sand thinkers have vanished. The United States is now a military dictatorship. In a way, it's a parody of what's going on now. Not in terms of the dictatorship business, but in terms of how our technology is getting so much bigger and bigger, and how it's almost outstripping itself in terms of what actually works. For instance, have you ever encountered a voice-mail system that works?

CBC: No, not really!

FM: But people still use them! Anyway, getting back to the artwork, this stuff is stunning. Dave Gibbons has made one of those leaps an artist makes a few times in his career. It's very bold, and very fresh

CBC: Will the coloring differ from the 'khaki' tone of *Give Me Liberty?*

FM: Well, that suit that book very, very well, but this is a much bolder look. It's done with different technology because *Give Me Liberty* was hand-painted blueline. This is going to be done with the computer process

that McKie is really masterful with. And he and Dave just work together like a dream.

CBC: When is this coming out?

FM: It starts coming out in May, for five months.

CBC: Will there be any more Martha projects following this one?

FM: Oh, yeah. It all really depends a lot on Dave's schedule and mine. I hope that Dave and I can start having Martha appearing about once a year. Our overall goal is to tell the entire life story of Martha Washington. We haven't set a specific number of stories that it will involve, but the idea is that it will all add up to quite an epic, because she is only 19-years-old now.

Also, as you'll see in the second series, the overall series is built on the notion that history is speeding up. Well, if you look at the world that our grandparents lived in, it's extraordinary the changes that they went through. We've gone through several times more than that. And so, the world that Martha Washington inhabits—keep in mind that she was born next year—by the time she's 19, it no longer resembles ours as much as it did when she was born. And as we move further into the future, this will accelerate, so that a character who started in a somewhat recognizable United States will end up in a world that's much more like *Star Trek*.

The really scary thing is so much of the time I intended it to be satire, but you can't satire what's going on anymore, I think. The world spins mad.

CBC: You've also been working on the *Spawn/Batman* crossover, for Image. What drew you to this mainstream project?

FM: Todd [McFarlane]. You'd be amazed how many projects happen because one person calls up somebody else. He and I had fun on the issue of *Spawn* that I wrote, and he just kept after me. He really wanted me to do this. I balked, and I sort of put him off and said 'maybe' a lot for months on end.

I wondered if I really had any more that I wanted to do with *Batman*, after having been lucky enough to really do both the beginning and the end of his career. Then it occurred to me that I'd never done a Batman story in his prime. I'd done the 'young bungler', and I'd done the 'old guy with the bad back', and to do the absolutely top-of-his-form *Batman* struck me as an awful lot of fun. And I knew working with Todd would be fun.

CBC: Do you miss doing traditional comic books?

FM: I've really thrown much more of my time over to the originals. As far as missing them [traditional books]...yes, occasionally, and that's why I'll jump in and do them again. But mostly, I can't describe how rewarding it is to do something like *Sin City*. And also, I feel that I'm doing something that's new—that wasn't created decades ago—and that I'm contributing a little more toward the future of comics, instead of strip-mining the past.

CBC

See the Future in Advance!

Exclusive cover art by today's hottest artists!

Pick up this month's *Advance Comics* and see everything the future has in store. The very latest comics, cards, games, videos, media and more — over 2,000 items in all!

Check out the interviews with top artists and writers, plus features on the hottest new lines, dazzling promo inserts and cover art created exclusively for *Advance Comics*!

Find everything you need, quickly & well organized, easy-to-read categories. You'll get the valuable information that will make your collection grow.

Ask for *Advance Comics* and our easy-to-use *Orderbook* at your favorite comic book store today.

Advance Comics is a registered trademark of Capital City Distribution, Inc. © 1994 Capital City Distribution, Inc.

COLLECTING ORIGINAL COMIC ART

By BOB MASCHI

The night sky erupts with thunder and lightning as the villainous art collector leaps out from behind the cathedral's steeple. Pouncing when least expected, he nails Spider-Man to the wall, encases Thor in an invisible shield of mylar, throws Wolverine onto the mat and frames the legendary Batman for all the crimes.

A comic book begins as an idea.

Artist and writer meet and explore the storyline. That theme is transferred to paper by the Penciller, darkened and sharpened by the Inker and the bubbles are filled by the Letterer.

The product that this trio produces is usually called a board. It ranges in size from that of an actual comic page to the much larger, 12" by 18". Typically its margins are loaded with technical instructions and ALWAYS it is one of a kind. If the comic is to contain color, this board is reduced to actual scale in grey or blue lines. This copy is worked on by the Colorist.

These boards are the basis of what's known as original comic book art and it is an overlooked segment of the comic book collecting hobby. Which would you really prefer; a comic (one of tens of thousands), that you read gingerly for fear of ruining condition, wrap meticiculously in a clear bag and store in a hidden comic box; OR, an original, one of a kind page from that comic, suitable for framing and hanging on the living room wall?

To be a collector of art, it isn't necessary to pay thousands (or millions) of dollars on the works of Picasso, Rembrandt and Van Gogh (besides, their superheroes are way outdated). These original comic book pages can often be purchased for as little as $10 each. Though a more likely "low end" value begins around $25. Still, a collector of moderate means could build an attractive collection relatively quickly. And for about as much money a year as the average fan dishes out for comic books.

Just imagine a page of *Amazing Spider-Man* actually drawn by John Romita or a scene from *Captain America* worked on by Jack Kirby. Well, no, don't imagine those, they'd be near as expensive as a Picasso. Yet there are many less popular artists and characters that would love to be nailed to your living room wall.

The BUZZ (gossip, rumor, prediction, review) in the collecting world is that affordable art is hot, and about to become scalding. In fact, Kitchen Sink Press plans to release a book on the subject of collecting, investing in, buying and selling this art. Due out next year, it will be written by veteran collector George Hagenauer.

Scott Eder of Wendell, Massachusetts, is an art dealer who also specializes in comic books, trading cards and other related items. He is adamant, as are most other dealers, that the investment angle of this product be secondary and that collectors purchase what they enjoy. Nothing is sure to increase in value and if you get stuck with something, it might as well be something that you like.

Mitch Itkowitz, owner of Graphic Collectibles in Saugerties, New York, has been trading in comic art since 1976. In fact, he even acts as an agent for many artists, assisting them in selling their work to the hobby. He suggests that the beginning collector start small and study the market closely. There are deals to be had out there, but only an educated collector will know them when he sees them.

Jamie Riehle, Marketing Manager at Kitchen Sink Press, has been collecting original artwork since he was twelve. Today, his collection numbers about 100 pieces and includes old time newspaper dailies as well as more recent trading card and comic book art. Riehle buys pieces that he likes, almost completely ignoring the investment angle. He wants a collection that he can enjoy and looks good on the wall.

As in any other hobby, it is usually best for the long term collector to focus his collection. Even though these are one of a kind pieces, there are still tons of them available. Probably the most popular way to collect is by artist. Simply pick out a favorite or two, (probably a beginning or lesser known artist whose pieces are still reasonably priced), and seek out their work.

Another popular way to cache art is by character.

--AND MY MECHANICALLY-ADHERING SKATES ARE ALL I NEED TO--
--'START ME UP!'
RRR!PP!
LEGGO, YOU METAL CREEP!
SCRATCHED MY ARM-- BUT I GOT AWAY FROM HIM. HE CAN HAVE THE SLEEVE
ALISON! I CAN'T STOP THIS THING! MY VENOM BLASTS DON'T HAVE ANY EFFECT!
MY LASER'S NO GOOD ON THIS ONE, EITHER...
YOUR LASER--?!
BUT AT LEAST MY SKATES ARE KEEPING ME OUT OF HIS--
WHOOOOMMM!
-- BRAKE!
THE TWO PUT UP A VALIANT STRUGGLE AGAINST THEIR MECHANICAL ADVERSARIES...
A STRUGGLE WHICH, NONETHELESS, SEEMS DOOMED TO FAILURE...

Dazzler #15 Page 24

Long running names can have countless artists working on them and it can be intriguing to see how these characters evolve and grow through the actual hands of these artists. Even some original art of long running characters like Spider-Man, Superman and The X-Men, can be found at affordable prices — again, depending on the age and artist.

Perhaps the most difficult way to collect would be by book. Searching for all 20 plus pages of your favorite comic (including the covers), could take longer than it took. Superman to die.

The least expensive way to collect, and perhaps the most fulfilling, is by theme. Here, one looks for comic pages that contain similiar scenes or items like robots, dragons, automobiles, trash cans, street signs, fried foods or anything else that can connect the collection. A sub-genre of theme collecting is cheesecake (or beefcake) collecting. Though, be advised that nudity in comics brings a premium in price (and may give your living room wall an R rating).

Whatever way you decide to collect, there are many ways to find this artwork. Large comic book conventions are a sure bet. And they are probably the easiest way since you can actually see what you're buying and perhaps negotiate on the price a bit. Antique shops and flea markets will occassionally yield a piece or two, but the selection will be thin. And probably overpriced as well.

Mail order may provide the most variety in your choices. Simply seek out art dealers and ask for their catalog. Of course, their lists become outdated quickly, but most will be happy to speak with you on the phone to discuss more recent "finds". Many will also tailor your order according to what you can afford compared to what you want.

Scott Dunbier of Manhattan, New York also deals in original comic book art. When asked, Dunbier will offer his honest opinion on a piece, even if it costs him a sale. As with all the other dealers I spoke with, Dunbier insists that the collector, especially the beginning collector, purchase only what they like. Even buying the hottest artist of the day isn't a guarantee of success. Today's hot artist can cool down a lot overnight.

If you choose to collect by artist, many will deal with you directly or through agents like Itkowitz. Typically, the Penciller and the Inker of the comic split the pages between themselves by agreement. (The Letterer and Colorist don't get much more than a by-line).

The purchase price for this stuff is highly subjective and may often rely on how much the current owner wants to part with it. Most values are determined through a mix of common sense and a coin toss. A somewhat bland page, with no strong character, drawn by an inadequate artist (who probably quit the profession to pursue the sale of life insurance), will be worth less than a blank board. Add a major, recognizable character, a POW! BIFF! BAM! or two and you may have a lower end piece. Put a popular artist on the pencils or inks, and value will rise sharply.

Older pieces, especially before the sixties, can be very expensive, usually because owners of the material

The Best Way To Buy New Comics!

Here are *TEN GOOD REASONS* why *LOTS* of fans shop for their comics at home and consider the New England Comics *FFAST* service to be the best mail sub service:

1. BUY WHAT YOU WANT!
We issue a new order form for each month for you to pick out your comics—single or multiple copies!

2. NO MONEY TIED UP...
in year-long subs to titles you may no longer want! You pay each month for that month's issues!

3. HUGE SELECTION!
Get all the new issues: Marvel, DC, Image, Valiant, Dark Horse and indies, including the hot comics that are often *SOLD OUT* at local shops!

4. DISCOUNTS!
FFAST has discount plans which save you money. The more you buy the more you save! Plus *SPECIAL OFFERS* and *"SECOND CHANCE"!*

5. FREE BAG & BOARD!
All comics and magazines are shipped pre-packed in a *FREE* acid-free board and *FREE* comic bag for maximum protection!

6. EASY DEADLINES!
We never shut you out with deadlines way in advance like others do. You can order comics the same month they come out—even *AFTER* they come out!

7. GREAT SERVICE!
Orders are quickly shipped to you monthly, biweekly or even *WEEKLY!*

8. SUPPLIES!
We carry a complete line of both comic and card collecting supplies, singles and money-saving quantity packs!

9. NO DAMAGED COPIES!
We don't fold comics or affix sticky labels! We ship flat in in sturdy boxes!

10. WORLD SHIPPING!
We serve customers in the armed services and all foreign locations!

FREE! FREE!
If the above sounds good, then send us your name and address and we'll send you our latest newsletters with complete info and order forms so you can start!

FFAST!

PO BOX 310-K12
QUINCY, MA 02269
Or call 617-774-1745 and ask for the *"FFAST-PACK!"*

thought they were worthless and threw them away.

Another type of good page may be one that tells a small tale all its own. No, you may not be able to afford (or find) all of the original pages to Super Sausage #12. But you may be able to find a page where Super Sausage meets Doctor Damage's pet squid in the first panel, battles him in the next few, then fries it into calamari in the final frame.

The Colorist's pages, simple copies of the original that are colored in, are often far less expensive than the original. Though, since most of this work is now being done directly on computer screen, they may soon become somewhat rare.

A "Splash" page (one with a single scene and no panels) is higher priced since, when framed, it looks a lot like traditional art. On the other end, a page with drawn on bubbles and letters are more popular than "stats". Stats are bubbles that were lettered separately and glued onto the board. These stats often fall off and the glue can seriously damage the page itself. Removing the glue is a tedious and delicate process. All this could also mean that intact pages with stats, where the glue has been properly removed, could eventually bring a premium.

Since creating a comic book is work, better than digging ditches, but still work, artists take some short cuts at times. In fact, you'll probably be amazed at how unartistically "White Out" can be employed. According to Scott Eder, a cell overlay is a thin piece of transparent paper that the artist puts over the board and makes minor additions on. The camera can't tell the difference, but a collector can. Without this delicate overlay, the original art page won't quite match the page that was printed in the comic.

Covers can be several times more expensive than the pages they enclose. Remember, put simply, covers are as much a packaging as any you'll find in the supermarket. The artwork must be exceptional and eye-catching in order to draw the fans' interest quickly.

PROVIDING WE SURVIVE, THAT IS, ANY IDEAS, LITTLE LADY?
JUST ONE. MORGAN HINTED AT IT HERSELF
DISTRACT HER WHILE I PLAY OUT MY HAND.
NOW!
JERRY— WATCH OUT!
YOU'VE LET DOWN THE FIELD! THEN YOU'VE PREPARED YOURSELF FOR DEATH!
YOUR WARNING COMES TOO LATE, FEMALE
JERRY!
YOUR WOULD-BE LOVER IS DEAD!
THAT'S TWO DEATHS I OWE YOU FOR, MORGAN—
I'M EXTRACTING PAYMENT NOW!
WHAT? YOU'RE FIRING YOUR DAMNABLE VENOM BLAST AT MY EPIC SELF! NO!
WHY NOT, MORGAN, ISN'T THAT WHAT YOU DID TO MAGNUS?
HAVEN'T YOU HEARD THAT TURNABOUT IS FAIR PLAY?
NO! MY FLESH IS DISINTEGRATING!
I'LL DESTROY YOU FOR THIS, FEMALE
I'LL DESTROY
I SWEAR.
Spider-Woman #6 page 23

Scott Dunbier adds a warning that lower end pieces are just that. And for good reason. He suspects that between 60,000 and 70,000 original comic art pages are produced every year. That means that even though each one is unique, the last twenty years has yielded over a million of these boards. "Original" doesn't necessarily mean "good" and many of these pieces are practically worthless.

With a little luck, you may be able to purchase the comic book that your piece is in. Even if it's an older board. Of course, it's quite a thrill to own both. Throw in the Colorists' page and it may make quite a display. Remember though, the page numbering may be off since the original art does not take advertising pages into account.

So, there's a primer on how to begin an original comic art collection. It's an affordable hobby. In fact, matting and framing can often cost more than the piece itself. But even lower end pieces look great on the wall and evoke a lot of conversation. Besides, doesn't art collector sound a bit classier than comic collector?

CBC

ELSEWORLDS: A UNIVERSE OF INFINITE IMPOSSIBILITIES...

BATMAN ANNUAL 18

WHERE FAMILIAR FACES ARE NO LONGER FAMILIAR.

Elseworlds, all titles, characters, related indicia and the DC Bullet are trademarks of DC Comics ©1994. All rights reserved.

COMIC BOOK COLLECTOR

THE MOST COMPLETE MONTHLY COMIC PRICE GUIDE

Contest

Here is your chance to win some great prizes from Image Comics. All you have to do to enter is fill out the official entry form below completely and send it in. It's that simple!

Here is what you can win:

2 Grand Prize

1 copy of Prophet #1 Gold Edition signed by artist Dan Panosian.

10 Second Prizes

1 copy of Newmen #1 signed by artist Jeff Matsuda

10 Runner-up Prizes

1 Newmen poster

Mail Entries to:

Comic Book Collector
Image Contest
155 East Ames Ct.
Plainview, NY 11803

CBC/ Image Comics Contest Official Entry Form

Name _____

Address _____

City _____ State _____ Zip _____

Age _____

Where do you buy your comics?

Store name _____

Address _____

City _____ State _____ Zip _____

No purchase necessary. Contest is open to anyone except employees of *Comic Book Collector* and their immediate families. Print your name, address, city, state, zip code, age, and the name and address of the store where you purchase your comics on the Official Entry Form. One entry per household. Mail entry to Image Contest, 155 East Ames Ct., Plainview, NY 11803. Photocopies will not be accepted. All entries become property of *Comic Book Collector* and will not be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No substitute prizes or cash equivalents will be offered. The prizes will be awarded in the name of the prize winners and are non-transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purpose and rules here of. All entries must be postmarked by August 2,1994, and received no later than August 5,1994. *Comic Book Collector* is not responsible for lost, late, misdirected, or damaged entries. Odds of winning will be determined by the number of valid entries received prior to the closing date. The winners will be selected in a random drawing from all valid entries received. The random drawing will be held on August 8,1994, by *Comic Book Collector*. All winners will be notified by mail and printed in a future issue of *Comic Book Collector*

NOW SHOWING!

A ROCK SOLID PERFORMANCE WITH MAMMOTH APPEAL!

RETURN OF THE FLINTSTONES®

Hanna-Barbera CARDZ

BACK BY POPULAR DEMAND!

Fred, Barney, Wilma, Betty and and the rest of the Bedrock® bunch are back with more of your favorite cartoon television episodes in the RETURN OF THE FLINTSTONES® trading cards! Classic cartoon episodes from the past 35 years are featured in this 60 card set along with scenes from the birth of Bedrock's® newest residents in "Holly-Rock-A-Bye-Baby".

NOW ON SALE AT A LOCATION NEAR YOU!

Golden Age Extra

The King of Comics, Part I
A Tribute To Jack Kirby

By JAMES CHAMBERS

I was in high school the first time I really began to understand how Jack Kirby had earned his nickname "the King." The employees at my local comic shop were avid collectors themselves, and one in particular, an older kid named Satch, liked talking about comics as much as selling them. Members of a now endangered species Satch, and his boss, were walking encyclopedias of comic book history, and usually wouldn't sell a book without chatting about its background. One dusky afternoon Satch pointed out an old Kirby comic hanging on the display wall.

"You ought to check this out. Kirby art," he said, or something along those lines.

"Oh, yeah. Kirby art," I muttered, acting like I had the inside scoop on Jack Kirby. The truth was that I didn't like Kirby's work. To me all his figures looked like barrels with limbs that had grown up on a planet with very high gravity. The lean, dashing figures of John Byrne were more to my taste.

But that day I took the plunge. Swallowing my pride I asked a question that surely blew my image as a suave and cosmopolitan comic book collector. "Why's Kirby so great," I asked. "I mean all his superheroes look like boulders with legs."

Satch stared at me for a second, carefully considered his response, and then gave me the most valuable fifteen minute lesson of my entire comic book career. The exact words? Completely forgotten, now. Did I buy the comic on the wall? No. In high school I barely had enough money to follow both Batman titles. In fact I don't even remember what comic it was. But I walked out of that store with a germ of knowledge that has never stopped growing (much like my now unmanage-

able comic collection).

I went home and reexamined the few pieces of Kirby art I owned, and found a treasure trove I had overlooked. Storytelling. Dramatic composition. Body language. Story concepts. All these elements I had never acknowledged were there on the page, and Jack Kirby was their master. Since then I haven't opened a comic without looking for those elements, and in nearly every one I read, something can be traced back to the work of Jack Kirby.

It is said that the truly gifted perform the impossible and make it look easy. Jack Kirby was truly gifted. His art flows effortlessly across the page, a perfection of line and shadow. In a career that spanned more than sixty years, Kirby defined the parameters of modern comic art, and gave us some of the greatest comic creations to ever grace the four-color medium. With Kirby's death this past February the comic industry has been deprived of its greatest natural resource. It is time for comic book fans to bid sad farewells to the man who handed us the modern comic book and said 'enjoy'.

BEFORE THE GOLDEN AGE

The son of immigrants, Jack Kirby grew up on New York City's lower east side during the 1920s. In a neighborhood challenged by poverty and street gangs, Kirby found inspiration in movies and the early adventure and science fiction strips. He started drawing around the age of twelve, his style influenced heavily by cinematic techniques, and did his first work in the early thirties for a small magazine produced by the Boy's Brotherhood Republic, the boy's club to which Kirby belonged.

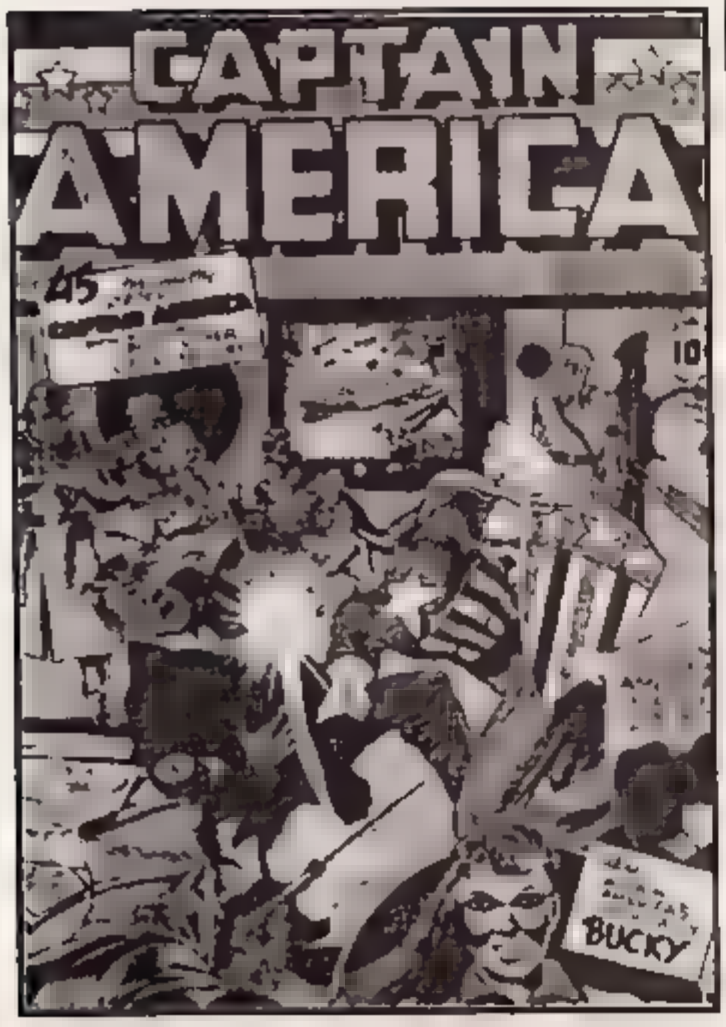
The Max Fleischer Studio hired him at the age of eighteen to produce animation. There Kirby worked on cartoons such as *Betty Boop* and *Popeye*. But the tedium of being a step animator drove him back to his first love after only two years. Moving to Lincoln Features, a news-

paper syndicate, Kirby worked on cartoons for small daily newspapers, and created strips such as "Detective Riley" and "The Black Buccaneer". This led Kirby to Associated Features Syndicate and his first nationally syndicated daily newspaper strip. Produced in 1938, under the pseudonym Lance Kirby, "The Lone Rider" was Kirby's breakthrough work.

"The Lone Rider" was later reprinted in *Famous Funnies* (Eastern Color), and Kirby soon followed it into the comic book industry. As an illustrator for the Eisner-Iger Shop, he contributed such strips as "The Count Of Monte Cristo" to *Jumbo Comics*, and later went on to freelance "The Black Owl" for Prize Publications. By 1940 Fox Features Syndicate hired Kirby to work on *Mystery Men Comics* and *Science Comics* as well as the "Blue Beetle" and "Beetle Bailey" newspaper strips. At Fox Kirby met editor Joe Simon, and the two quickly formed a partnership destined to take the burgeoning comic book industry by storm.

THE GOLDEN AGE

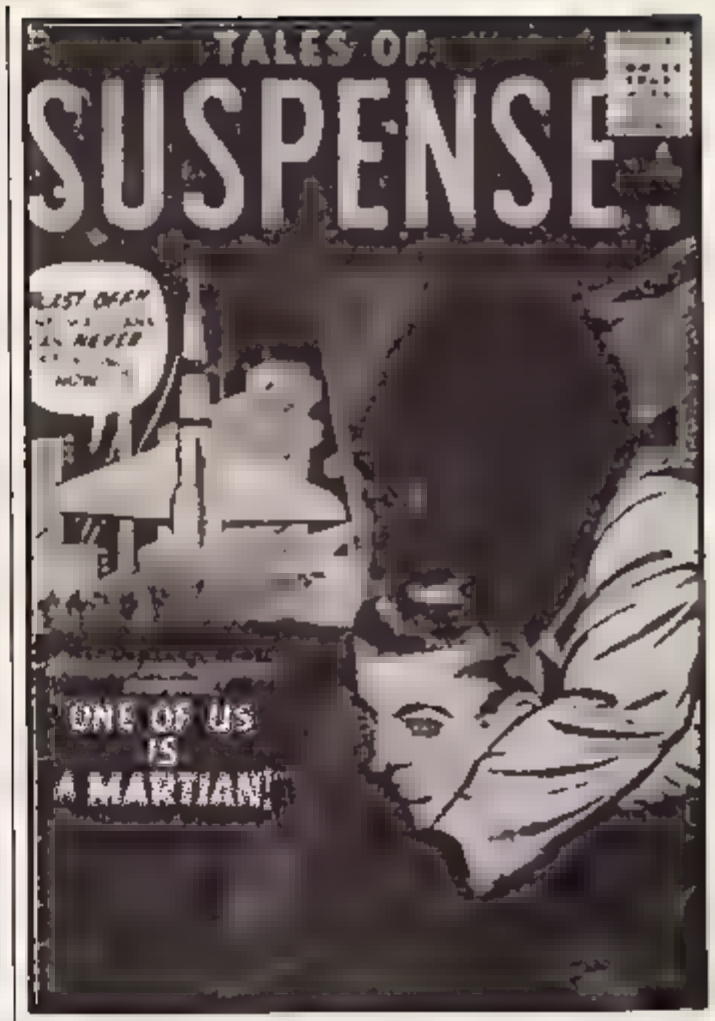
For a year Simon and Kirby worked for publishers such as Fawcett Publications, Novelty Publications and Prize Publications, before coming to Timely Comics. There they tackled *Red Raven Comics* and *Daring Mystery Comics*. Kirby continued drawing on his love of film and his animation experience to give his art a dynamic style, while Simon used his business experience to put them on top of the market. Together they earned a reputation for working fast and producing top-quality comics.



In March of 1941 Timely published the team's most enduring creation. *Captain America Comics* #1 introduced America's first super-patriot. At a time when the nation teetered on the brink of war, *Captain America* galvanized readers and became an instant success. Simon and Kirby blended mystery-man action with the real-life threat of Hitler to produce the hero of an era. *Captain America Comics* ran for over seventy issues, though Simon and Kirby left after issue #10, closing a short run that included some of Kirby's best Golden Age work.

The following year Simon and Kirby took their talent to National Periodical Publications, where their first assignment was "The Sandman" strip in *Adventure Comics*. They quickly turned it into the type of dynamic action strip for which they were known. A later creation, "The Manhunter," appeared in the same comic, but their most notable work for DC came in the spring and summer of 1942. *Star Spangled Comics* #7 featured the debut of "The Guardian and The Newsboy Legion", and was followed by the introduction of "The Boy Commandos" in *Detective Comics* #64. Reminiscent of the street gangs from Kirby's old neighborhood, both teams introduced casts of adventurous young boys. The Newsboy Legion fought crime at home, while the Boy Commandos took on the Axis abroad.

When the declining popularity of superheroes hurt sales in the late forties, Simon and Kirby sought a new formula for success. In 1947 they found their answer in a comic book called *Young Romance* (Prize Publications). Modelled after popular tabloids, the new comic offered "true" stories of unrequited love and happily ever after endings. The book was so successful that Prize Publications hired Simon and Kirby to produce *Young Love* in 1949. Together the books sold millions of copies and sparked a string of romance comics from publishers everywhere.



Together with crime and horror, romance comics became a staple of the new comic book industry.

THE FIFTIES

By 1950 superhero comic books had been replaced by crime, horror, romance and western comics. Kirby continued making romance comics, but branched into the other genres as well. Western titles such as *Rawhide Kid*, *Two Gun Kid* (Atlas Comics), *Western Love* (Prize Publications) and *Western Tales* (Harvey Publications) enjoyed his talent, as did crime comics such as *Headline Comics* (American Boys Comics) and *Real Clue Crime Stories* (Hillman Periodicals). Kirby's art also graced the pages of *Black Cat Mystery* (Harvey Publications), *My Greatest Adventure*, *House of Secrets* (DC Comics), *Tales of Suspense* and *Strange Tales* (Marvel Comics), where he often produced stories about giant-monsters. In 1950 Harvey Comics published Kirby's *Boy's Ranch*, hoping to capitalize on a combination of the young boy's gang with the western trend.

In general, the fifties were a quiet period throughout the industry. For Jack Kirby it was the calm before the storm. And Kirby's storm was due to hit hard in the next decade.

Continued in Silver Bulletins.

****Silver Bulletins****

The King of Comics, Part II

A Tribute To Jack Kirby

By JAMES CHAMBERS

The idea that mankind could reach its fullest potential through scientific achievement runs through much of Jack Kirby's work. Gleaned from the science fiction stories of his youth, Kirby envisioned futuristic landscapes where men walked like gods. Nearly all of Kirby's Silver Age comics incorporate this idea in some fashion, telling the stories of men and women of great power struggling to use it for good. Certainly Stan Lee's new breed of hero captured the attention of Silver Age readers, but it was Kirby's visions of the universe as an epic, living drama unfolding around the characters that gave Marvel Comics a sense of awe unmatched by other publishers.

The sixties were a rare time for comic books. The entire industry stood in the midst of a massive metamorphosis, as the superhero genre recreated itself after an absence of nearly a decade. There were few conventions other than the universal trend toward science-fiction, and rules were being broken as fast as they could be made. DC Comics' fresh hook on superhero comics succeeded in making them viable again, but it was Stan Lee and Jack Kirby at Marvel Comics who made them great.

The first issue of *The Fantastic Four* (November, 1961) marks the birth of the Marvel Universe, and the debut of a title that epitomized the modern comic book. Throughout the Silver Age no other comic embodied the grandeur of the era as consistently as *The Fantastic Four*.

Throughout his more than one hundred issues as artist on *The Fantastic Four*, Jack Kirby produced a comic rife with powerful beings and wild scientific gadgetry. The team matched skills with the alien Skrulls, and encountered entire races of beings such as the Inhumans, offshoots of humanity who dwelt in forgotten corners of the Earth. They even ventured to an alternate dimension known as the Negative Zone to battle its dark lord, Annihilus. On the earthly plane their foes were Dr. Doom and the Sub-Mariner, two of the most powerful supervillains ever created. Always their adversaries and adventures were much larger than life.

The culmination of all these elements came in a 1966 story published in *The Fantastic Four* #48–#50. Heralded by the Silver Surfer, Galactus, the

World Devastator, approaches Earth intent upon consuming the entire planet to sustain himself. Looming over the planet like some fearsome god come to vent his rage, Galactus confronts the Fantastic Four poised to oppose him. Drawing on their collective might and the staggering intellect of Reed Richards, the team succeeds in convincing Galactus to spare the Earth and free the Silver Surfer from his servitude. This was the peak of the Silver Age, normal men possessed of the power of gods in conflict with a towering force of nature for the benefit of all humanity.

Man's quest to achieve power and exert it over the natural universe was a seminal theme in Kirby's work. Only the pen of "The King" could impart these heroes with the nobility they deserved and paint their tales as a modern mythology. The Galactus storyline and perhaps his entire run on *The Fantastic Four* may be Kirby's most

important Silver Age work for its clear illustration of his ideas.

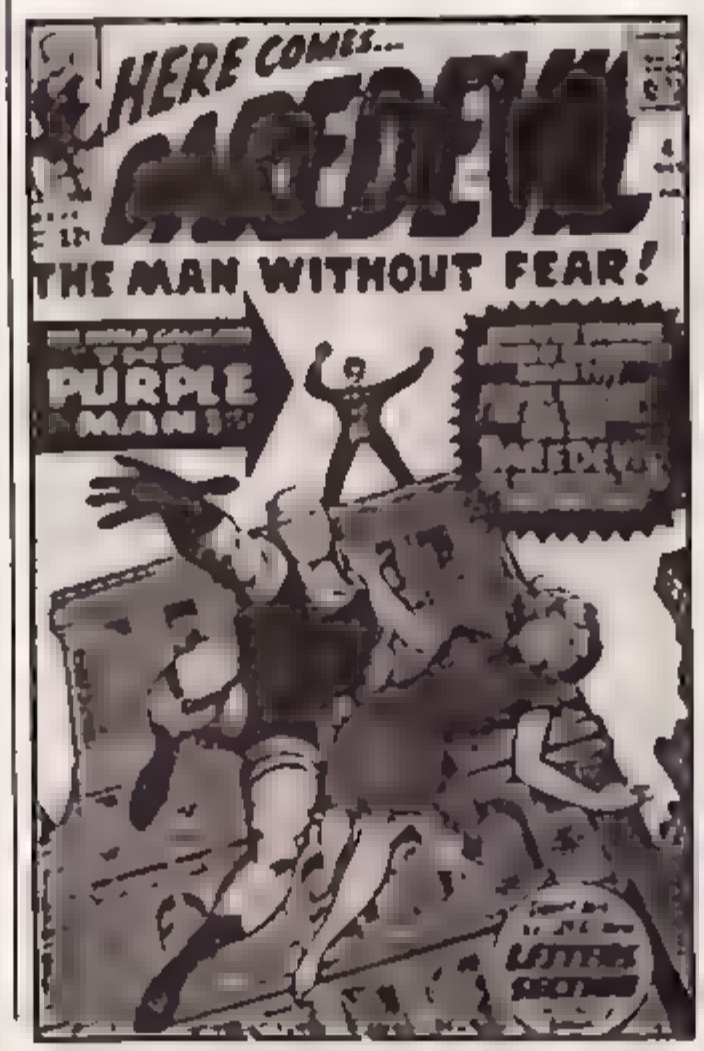
Though most fully realized in these comics, such themes and concepts characterized every title Kirby touched during the period. One of the clearest examples is the Mighty Thor. First appearing in *Journey Into Mystery* #83 in the summer of 1962, this strip told the story of the Norse god of thunder. Mortal Donald Blake, a crippled New York City physician, travels to the land of his ancestors in Northern Europe where he acquires the massive Mjolnir, the hammer of Thor. Disguised as Dr. Blake's cane, the hammer unleashes the might of Thor when tapped against the ground. Thor demonstrated the thought that gods could rise from the frames of mortals.

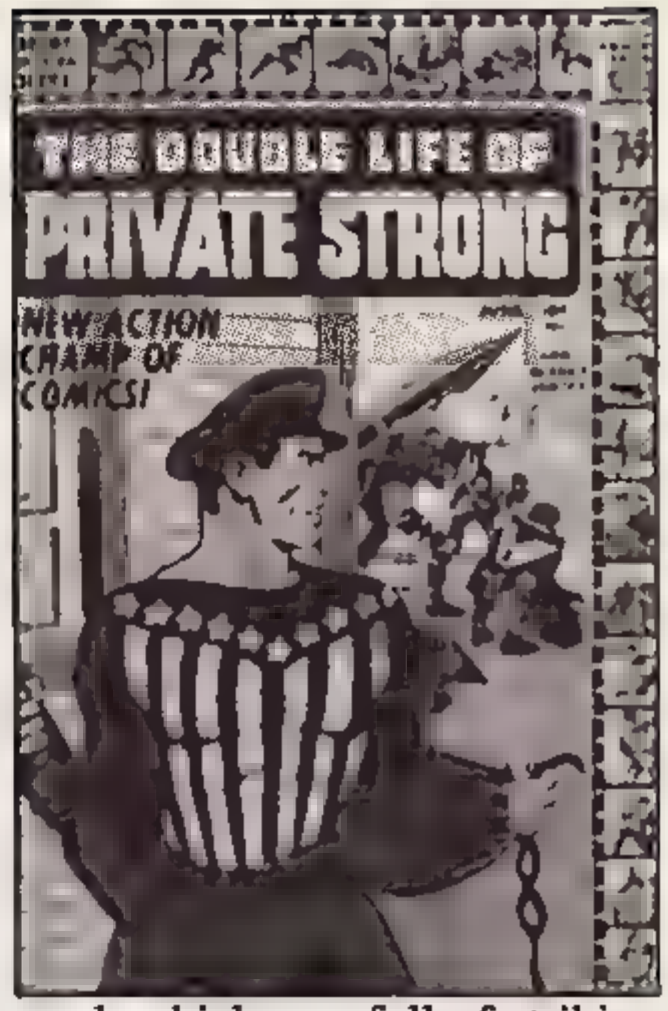
Other characters used science to acquire power. Through research and experimentation Dr. Henry Pym discovers a way to alter his size and control the insects around him. He dons a costume and becomes Ant-Man, a hero in miniature. Another Kirby effort was S.H.I.E.L.D., a vast organization dedicated to preserving the free world. Harnessing the fruits of man's scientific knowledge, S.H.I.E.L.D. and its leader Nick Fury used the latest high-technology arms in their fight for freedom. Daredevil, alias Matthew Murdock, also went beyond the reach of ordinary men. Blinded as a child Murdock learns to rely on his other senses, and a unique "radar" sense, to become hero to an entire city. Perhaps the most striking example was Captain America. Revived in all his Golden Age glory in *Avengers* #4, Captain America stood as the blazing symbol of a country. Honed to physical perfection and morally righteous, Captain America represented an entire nation's aspirations toward freedom and justice.

Though Kirby drew comics for other companies during the Silver Age, they never achieved the same importance as his work for Marvel. In the early days of the superhero revival, Kirby created the Challengers of the Unknown for DC Comics. Introduced in *Showcase* #6, the Challengers were the first original superhero team of the Silver Age. This strip featured four characters who worked as a team exploring the mysterious and supernatural. After a number of appearances in *Showcase* (all by Kirby) they moved onto a successful solo series, but faded away by the end of the sixties.

Kirby also worked for Archie Comics where he teamed with Joe Simon for two issues of *The Double Life of Private Strong*. Private Strong was secretly the Shield, a patriotic hero from the Golden Age who lacked the excitement and energy of Captain America. Also for Archie they produced *Adventures of the Fly*, which carried on respectably after Kirby left the book. Preceding Kirby's work at Marvel, these comics were among the earliest Silver Age superhero efforts.

Throughout this period Kirby further honed his talent as a cartoonist, and cinematic influences continued to flavor his





work which was full of striking camera angles and powerful action shots. Kirby's drawing style reached a new level of simplicity and effectiveness. He mastered the art of comic book illustration, wielding a dynamic line technique and a perfectly exaggerated sense of human anatomy. Taking his use of open panels and page layouts to an extreme, Kirby created drawings that nearly overflowed the page.

His influence as an artist peaked during this era. Many comic book creators of the following generation consider Kirby their primary inspiration for entering the industry. Some such as Barry Windsor-Smith and Jim Steranko broke into the industry emulating Kirby's style. Later artists, such as John Byrne and Frank Miller, also count Kirby's Silver Age work as a major influence, and have passed its spirit onto a new generation of creators through their own drawings. As a result, Kirby's visions are as vital today as they were thirty years ago, and his influence so pervasive that nearly all comics owe something, at least indirectly, to his work.

Continued in From The Collector's Closet.

McQuade, Hero

Writer: M.J. Druitt
Penciler: Ron Fattoruso
Inker: Keith Quinn
Letterer: Gary Peterson

TM & ©1994, All Rights Reserved

DON'T BE *FOOLISH*, McQUADE.

MY POWERS DWARF YOURS. YOU CAN'T KEEP THE WOMAN FROM *ME!*

YOU TALK A LOT ABOUT DWARFING, YARNAK. DIDN'T ANYONE EVER TELL YOU...

YEEAARRGGHHH!

IT AIN'T THE SIZE THAT COUNTS!

CRIMENY! I DIDN'T EVEN KNOW I COULD *DO* THAT!

HA! YOU'RE NOTHING BUT A DUST MITE, *McQUADE!*

ON *KATRAS*, YOU WOULD NOT BE FIT TO LUG MY SPIT BUCKET!

HM HE HEALS SORT OF LIKE I DO: SLOWLY BUT SURELY, I'LL HAVE TO REMEMBER THAT.

THWAP!

SPEAKING OF KATRAS...

IT'S TIME I RETURNED TO MY *HOME WORLD*...

I HAVE *WEDDING PLANS* TO MAKE!

OH, AND BY THE WAY... YOU'LL FIND THAT THESE TUNNELS OF LOVE MAKE *EXCELLENT* TELEPORTATION PLATFORMS!

HA HA HA HAAA AAAAAAAAAAAA...

BLAST! TOO LATE!

HOW MUCH MORE *USELESS* CAN I BE?

NOT ONLY DID I LET YARNAK "KILL" CANDY *ONCE*, BUT I LET HIM GET AWAY A *SECOND TIME!*

AND NOW I HAVE NO WAY OF FOLLOWING HIM!

WAIT A MINUTE! I *DO* HAVE A WAY!

UH, HI. IS IT ALL RIGHT TO SEND PEOPLE IN AGAIN? WE HEARD THE NOISE STOP.

YES, SURE COME ON IN, FOLKS...

..I WAS JUST *LEAVING!*

To be continued

What's Hot In Comic Books

Fan Favorites

1. PROPHET #4

Stephen Platt does it again! This guy can do no wrong. His work on *Moon Knight* was hot, now his first cover artwork on *Prophet* for Image Comics is scorching! The popularity of this series was great to begin with, but now that Platt has taken over, watch out! Here's a Prophecy for you: Buying this issue may make you a large Profit.

2. BEAVIS & BUTT-HEAD #1

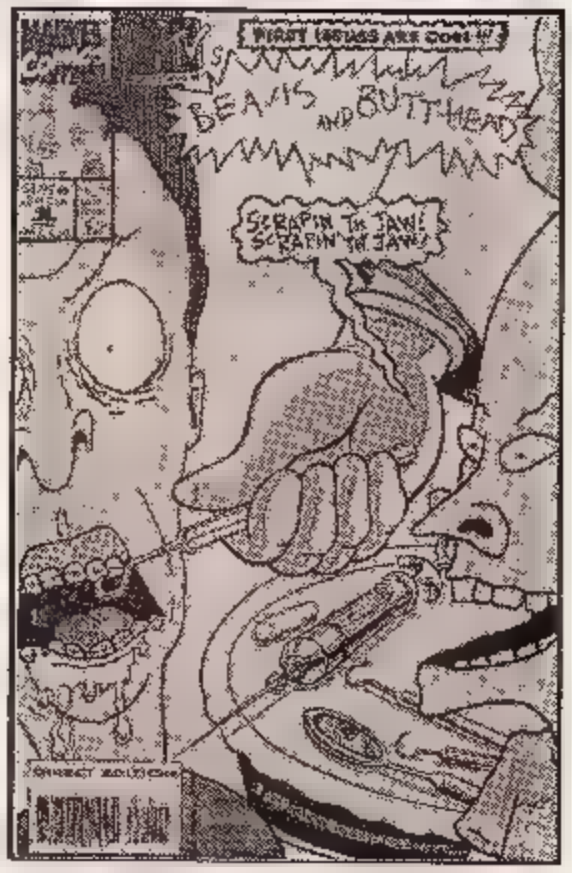
Demand for Marvel's first comic featuring America's favorite scatological pair has been nothing short of incredible. Fans nationwide are clamoring to get hold of the comic version of their favorite animated show. For those of you who haven't seen the TV show, this is a great way to see what all the fuss is about without actually turning on the tube. If you haven't located yourself a copy of this hot issue yet.. heh, heh, heh...you're missing something Cool!

3. MARVELS #2

Second issue-itis strikes again. Once again collectors are realizing that the second issue of a series is more difficult to hunt down than the first issue. This issue is no exception. Retailers ordered less of this issue than they did of issue #1. Therefore, when the demand was high they did not have enough product to supply it. Therefore, high prices. Not to take away from this truly marvelous book, but this is something that happens all the time.

4. WOLVERINE #75

Marvel has done to the Top Ten what Magneto has done to Wolverine in this great issue. Kicked its butt! In this issue we finally learn what Magneto has done to our good buddy Wolverine. Interested? You should be, but good luck finding one of these. They're disappearing quicker than you can say adamantium!



5. GAMBIT #1

We all knew the cajun hero was popular and the release of his own series was in the cards. A cool cover, great story and the help of the X-Men animated series haven't hurt the cajun X-man's chances at Top Ten fame and fortune. Now, if this series will only unravel some of the mystery surrounding Gambit's origins, this will be a classic.

6. MOON KNIGHT #55

The series has ended, but Stephen Platt is still keeping interest alive. With the instant popularity of his work on *Prophet*, this issue, with his first ever artwork, has collectors scrambling to get in early. Early? With a price tag of $16-$25, you consider that early? The way this guy is going, who knows were this book will be the next time the moon rises.

7. NINJAK #1

Does anything really need to be said about this issue? Okay, how about this. Quesada art! Not enough? Chromium wraparound cover! Still not enough? Great story! You want more? Dealer skepticism kept the print run number down! Enough already. I can't go on anymore. Just go get one, see for yourself!

8. MARVELS #1

Can this beautifully painted book get any more popular? I hope so! The Alex Ross artwork is extraordinary. The story concept is pure genius. There has never been a comic like it, and may never be one again. Others will try, but the first is always the best. If you haven't seen this masterpiece, drop this issue now and go get one!

9. SPAWN #1

Todd McFarlane's masterpiece is still holding on to a spot on the Top Ten. All the excitement from the Batman crossover has only made this book more popular. Along with the new Spawn readers, some Batman readers are starting to pick up this title to gain some insight into the mind of the other night stalking, caped avenger. If you've got one, that's Spawn-tastic!

10. MOON KNIGHT #56

His work on *Prophet* is hot. His first ever artwork in *Moon Knight #55* is hot. So, of course, this issue is hot also. The beautiful Stephen Platt artwork is only part of the reason this book rounds out the Top Ten, though. The other reason is the extremely low print run. Well, okay, so the reason it's so hot is Stephen Platt. His name has been mentioned so many times on this list already, I thought maybe we could sneak one by. I guess not!

WHO ARE THE

NEWMEN

Newmen ™ and © 1993 Rob Liefeld Inc.

FIND OUT IN EXTREME PREJUDICE

COMING THIS MARCH FROM EXTREME STUDIOS AND Image

Flair Presents The Marvel Universe

Inaugural Edition

drop here

© 1994 Marvel Entertainment Group, Inc. All rights reserved. Produced and distributed exclusively by Fleer Corp. ©1994 Fleer Corp.

Comic Card Corner

PARKINSON SET

FPG Cards has recently produced a 90-card series featuring the fantastic artwork of TSR's top fantasy artist **Keith Parkinson**. Parkinson's artwork which includes lots of dragons, knights, and classic "sword and sorcery" images adorns the fronts of the cards and he also wrote the text on the card backs.

Randomly inserted in packs are five different "Metallic Storm" cards and 1,000 randomly inserted autographed cards! In addition, each case includes a special "10-up" uncut sheet of cards signed and numbered by Keith Parkinson.

There are 12 boxes per case, 36 packs per box, and 10 cards per pack. The series has also been limited to only 2,500 cases. Again, the great quality and limited production from FPG adds up to another winner.

HILDEBRANT CARDS

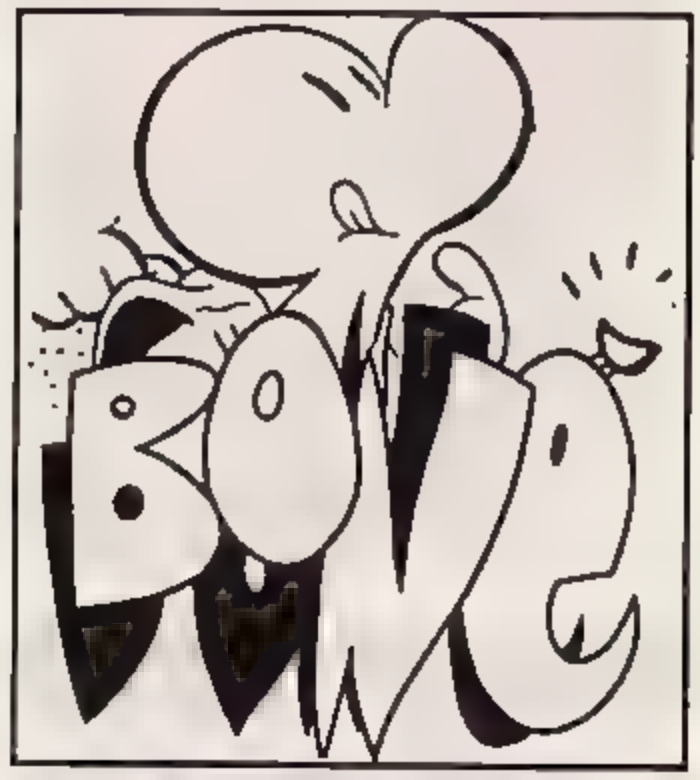
Greg Hildebrandt has teamed up with his brother Tim (his twin) to produce the artwork for another Comic Images card series. **The Brothers Hildebrandt Collector Cards** marks the first time the brothers have collaborated on a card set project. The usual 90 card count makes up the regular set (10 cards per pack, 48 packs per box, 12 boxes per case).

Random inserts include: six foil cards, 500 specially designed cards autographed by the artists, a three-card "The Creatures of Tolkien" subset (one subset per case), a Medallion Card (two per case), a miniature 5" x 7" press sheet (randomly inserted in display boxes), and an uncut sheet of a special six-card subset (one per case).

BONE CARDS

Bone cards are on the way from Comic Images. Bone is the comic creation of Jeff Smith whose stories are based on the adventures of sprite-little-white creatures filled with sardonic wit and warm wisdom. In addition to the 90-card set, look for 100 original card-size sketches by Smith, a limited edition Medallion card, six foil cards, a rare three-card subset, a mini-press sheet and more.

This set comes in packs of 10 with a 12/48 count.

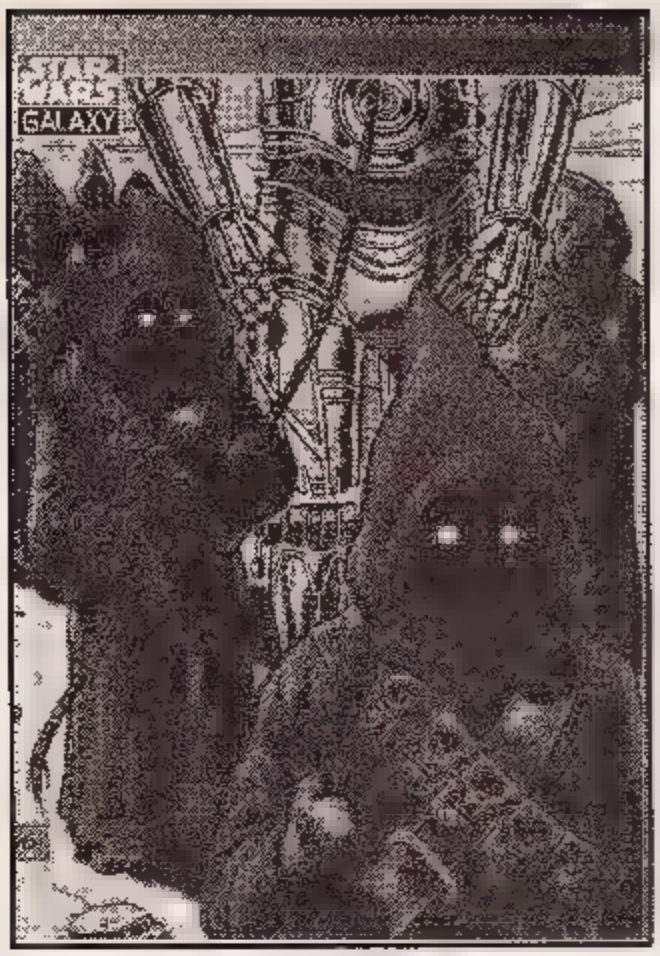


STAR WARS GALAXY II

Topps is unsurprisingly following up their highly successful **Star Wars Galaxy** set with a second series of 135 cards. Like the first series, Series Two is divided into subsets, with New Visions (70 cards of original art) comprising the bulk of the set. Also in Series Two are illustrations by Ralph McQuarrie, Marvel Comics pinup art, comic art from Dark Horse Comics, foreign and unpublished poster art, and never-before-seen art from private collections - the Kenner Toy Co. and the archives of Lucasfilm. Also, the work of Boris Vallejo will be seen on card #00, the display box, and the 17" x 22" point-of-purchase poster inside each shipping case.

Series Two packs also include randomly inserted etched-foil chase cards by Walter Simonson featuring the villains of Star Wars - The Emperor, Jabba The Hut, Boba Fett, and others. When collector's combine the chase cards with the chase cards from Series One the cards form a giant 12-card seamless mini-poster.

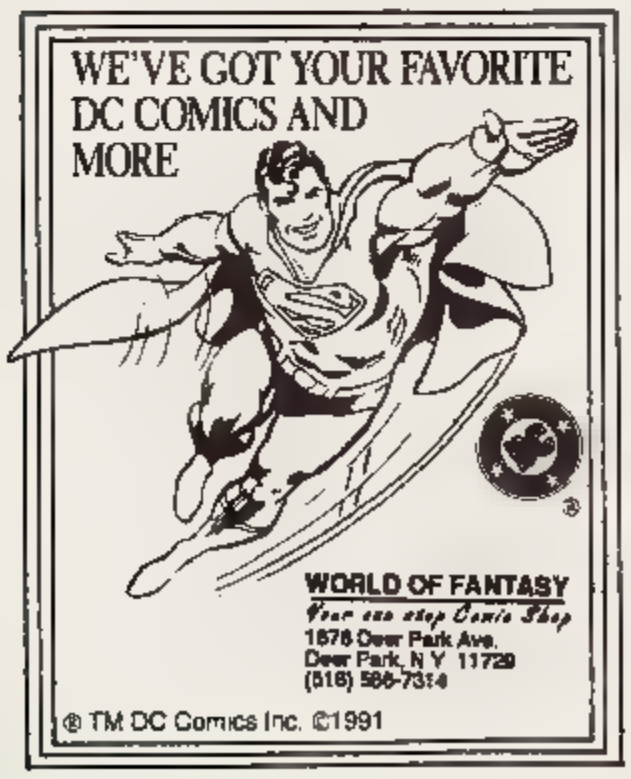
For every two cases ordered, retailers receive a free uncut sheet of Series Two cards and if retailers send in three proofs of purchase from three cases to Topps, they will receive an uncut 6-up sheet of six etched-foil



EARN MONEY
DRAWING COMICS
Learn Cartooning by mail!! Call or write
Wonder Comix School of Cartooning
PO Box 30834 Seattle WA 98103
1 • 206 • 781 • 2170

Golden Age to Modern Age
Strict Grading ♦ Great Service
⇨ Send for a **FREE** catalog !! ⇦
COMIC TREASURES
PO Box 17036,Irvine,CA 92713-7036

BE A CLUBMEMBER, NOT A CUSTOMER!
Save big & much more!
Call 718-338-0445!
UCI—Member Better Business Bureau!



Series Two chase cards. Also, one thousand winner cards entitle holders to an autographed Series Two promo card; 10 Super Winner Cards enable the holder to receive a set of 50 different autographed cards from Series One!

Eight cards are in each pack, which have a suggested retail price of $.99, and 36 packs are in each display box. The series has also been limited to 10,000 12-box cases.

Remember, the next tale of the Star Wars saga is scheduled for release in 1997, and it takes place 40 years prior to the first Star Wars story.

FLINTSTONES MOVIE CARDS

Topps has produced a card set featuring the scenes and characters from the **Flintstones** movie. 88 regular cards with full color on fronts and backs make up each set, plus 11 stickers and 4 chase cards. Each pack contains eight cards and one sticker and has a suggested retail price of $.69. Display boxes include 36 packs and there are 12 boxes per case.

ULTRAVERSE II UPDATE

SkyBox has announced that it has produced only 3,975 10-box cases of **Ultraverse II** making this the smallest numbered case run in SkyBox history. 3,975 is also the number of years in the life of the 3,975-year-old Rune character. Just a coincidence?

STAR TREK: THE NEXT GENERATION

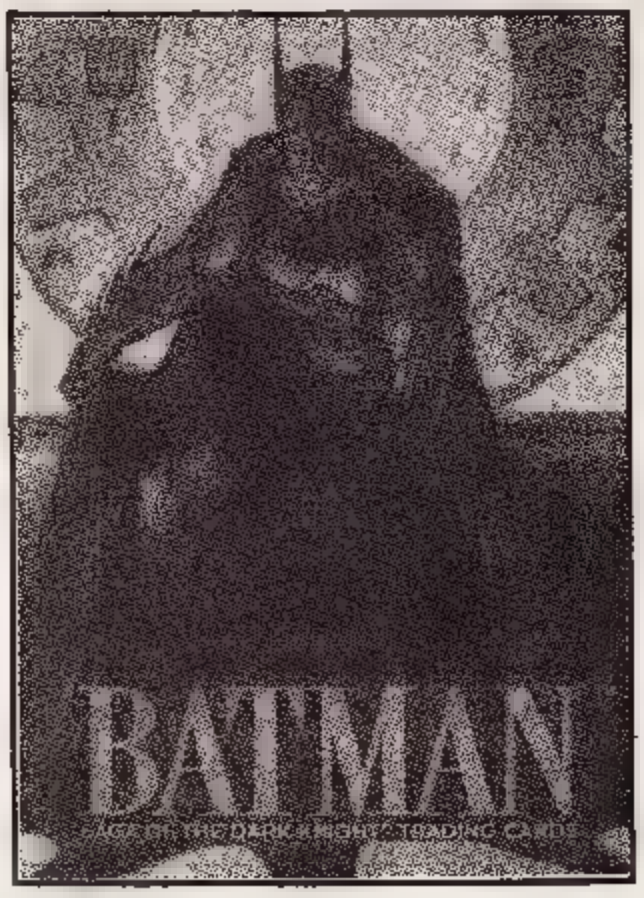
Can't get enough Star Trek? SkyBox has produced another set based on **Star Trek: The Next Generation** entitled **The Episode Collection: Season One**. Season One highlights all 26 episodes from the first year of the show. More card series based on *TNG* will be released over the next few years (surprise!). Each series will feature two of the show's most popular characters in two foil-stamped subsets - Season One highlights Captain Picard and Commander Data in two nine-card foil-stamped subsets. Season One contains 108 regular cards with images which have been digitally transferred directly from actual episodic sources provided by Paramount Pictures.

Eight different random inserts include: six foil-stamped and embossed cards featuring Tasha Yar, "Q", a Traveler card and three Klingon cards plus two animated holograms of Picard and Data. Each pack contains eight cards and has a suggested retail price of $1.29.

BATMAN CARDS

Yet another new card set has been produced by SkyBox entitled **Batman: Saga of the Dark Knight**. The series follows Batman's incarnation as the Dark Knight in ***Batman: Year One*** (1986) all the way through the storyline "Knightquest" (1994). A total of 100 cards make up the complete set.

One special card was made with a new SkyDisc technology which SkyBox claims makes the card visible from ALL sides, even the back and sides - the image actually stands up and moves too (you've got to see it to believe it)! The special SkyDisc card has been randomly inserted at a rate of 1:240 packs. Also, five limited-edition bonus Spectra-etched cards have been randomly inserted (at a approximate rate of 1:18 packs) in the eight-card packs. Subsets include features on Robin, Azrael, The Joker, and The



Penguin.

Also, 5,000 numbered Batman: Saga of the Dark Knight prototype cards were handed out at the pre-Super Bowl Coca-Cola Card Show this past January 29th.

Packs have a suggested retail price of $1.49 and 13,333 individually sealed and numbered 20-box cases have been produced.

IMAGE CARDS

Images of Shadowhawk trading cards is the first foil-pack card set ever produced by Image. Included in the set are 100 cards, plus seven holo-foil chasers (inserted at a rate of 4 per box) and a Super-chaser card (one per case) featuring the most unlikely of all Images of Shadowhawk. Nearly 40 artists have contributed to the set.

The five subsets include: The Shadowhawk Gallery, Covers, Friends and Foes, The Others/Pact, and Familiar Images (which have nine-card puzzles on the backs). Eight cards are in each pack, 36 packs per box, and 12 boxes per case.

POSTPONED BY THE RIVER GROUP

O.K. Let's see if we can get this straight. The River Group has officially postponed production of the **Defiant Universe**, the **Dark Dominion Tin set**, the **Splatterbowl I Game Highlight Tin set**, and the **Mule vs. Chasm Tin set**. All of this is due to what The River Group describes as a "market overcrowded with card products". When these sets will come out has not been revealed yet.

HEH, HEH... YOU SAID SET

That's right. You knew it would happen - Fleer has announced the production of a Beavis & Butt-head card set. More exciting details will follow in next month's issue. Heh, heh... that would be cool!

(602) 949-8499 **KEY COMICS** (602) 949-8499

TIP OF THE ICEBERG!

Call For Current Prices On Issues That Are Not Listed In Our Small Sampling Below!

DC

ACTION
ADVENTURES OF SUPERMAN
BATMAN
KNIGHTFALL
BATMAN/GRENDEL
CATWOMAN
DETECTIVE
SHADOW OF THE BAT
SUPERMAN
SUPERMAN: MAN OF STEEL

IMAGE

BLOODSTRIKE
BRIGADE (1st Series)
BRIGADE II
CYBERFORCE
CYBERFORCE (Reg. Series)
DARKER IMAGE
DEATHBLOW
DEATHMATE
IMAGES OF SHADOWHAWK
MAXX, THE (Sam Kieth art)
1963
PITT, THE
PROPHET
SAVAGE DRAGON (1st Series)
SAVAGE DRAGON (Reg. Series)
SHADOWHAWK
SHADOWHAWK II
SHAMAN'S TEARS
SPAWN
STORMWATCH
SUPREME
SUPERPATRIOT
TRENCHER
TRIDE
WILDC.A.T.S.
WILDSTAR
YOUNGBLOOD
YOUNGBLOOD: Strikefile

CONTINUITY

ALL BAGGED 1ST ISSUES, + $0 BONUS WITH CARDS, NOW ONLY 75¢ EACH!

MAJESTIC

LEGACY

MARVEL

AMAZING SPIDERMAN
BATTLETIDE
1 (Psylocke & Wolverine) $1.00
CABLE (Regular Series)
1 (Gold embossed) $2.50
2 $1.75
DAREDEVIL
DEATHLOK
DEATHLOK (Series)
DEATH'S HEAD II MINI-SER
4 (Wolverine) $1.75
DEATH'S HEAD II (Series)
1 (X-Men) $1.25
EXCALIBUR
FANTASTIC FOUR
GHOST RIDER (2nd Series)
INFINITY GUANTLET
INFINITY WAR
MAGNETO
MARVEL COMICS PRESENTS
MOTORMOUTH
NAMOR
NAM
NEW MUTANTS
PUNISHER
PUNISHER WAR JOURNAL
PUNISHER WAR ZONE
1,2,3,4 $1.50
REN & STIMPY
SABRETOOTH
1 (Second printing) $1.00
SECRET WARS
8 (X-Men app. & origin of Venom mini-series) $7.00
SHADOW RIDERS
SHEILD NICK FURY
SILVER SABLE
SLEEPWALKER
SPECTACULAR SPIDERMAN
SPIDERMAN
VENOM
WARHEADS
WOLVERINE
X-FACTOR
X-FORCE
X-MEN UNCANNY
X-MEN
X-MEN 2099

ULTRAVERSE

DARK HORSE

Comics Greatest World-All only $.95 each
Godzilla vs. Gorilla $1.95
Dark Horse Comics 9 CALL
Dark Horse Comics 9 (2nd X Print)
Dark Horse Comics 10 (2nd X Print)
Star Wars: Dark Empire 3 (2nd Print) $4.25

DEFIANT

Plasm 0 (Previews Vol. III #9; 1st Defiant comic book/with free deathmate preview) $4.00
Plasm Poster (2nd Print)
Dark Dominion Poster

VALIANT

ARCHER AND ARMSTRONG
0 Gold Ltd. $30.95
0 (1st app Archer & Armstrong)
1
2 (2nd Printing) 3-6
6
8 (double-sized/1st Solar)
9 (Reprint) $1.00
BLOODSHOT
1
2-4 (2nd Printing)
6 (1st app Ninjak)
7 (Ninjak mini-series)
DR. MIRAGE
5 $1.75
ETERNAL WARRIOR
1
2 3
4 (2nd Printing)
5
6
7 (1st app Magnus)
8 (1st Solar x-over)
9 (Reprint)
10 (Reprint) $1.75
HARBINGER
0 CALL
2 3 4 (with cards)
5 (with cards)
6 (1st Valiant x-over)
7
8
9
10
11 12 13
14
15 (full unmasked cover)
16 (Reprint)
17 (Reprint) $2.50
M.A.R.D. CORPS
Gold Ed.
2 (Reprint)
MAGNUS ROBOT FIGHTER
2-4
5 (1st full app Rai)
6 (1st Solar x-over)
8
9
12 (1st Turok)
13, 14 (Pre-Unity)
15 20
21 (New Series)
22 23
24 (Reprint)
PREDATOR VS. MAGNUS
1, 2
4 (Platinum Ltd.)
RAI
6 (Ultra-Rare)
8 (Death of Argent)
9 (Death of Argent)
10 (Reprint)
SECRET WEAPONS
1-4 $1.75
SHADOWMAN
1
2 3
4-6
7 (1st Jumpin James)
8 (1st Mask Of Argent)
9
10 (2nd Mask Of Argent's return)
11 12
13
14 (1st Bernard)
15 (2nd Bernard)
16 (1st Mystique)
17 (Reprint)
21 (1st Master Of Argent)
22 (Master Of Argent)
23 (Jumpin Jack Flash)
24 (Reprint) $1.75
TUROK
1 (Reprint) $1.75
UNITY
0 $4.25
Giant Size 0-4 $20.95
0 (1st appearance by Legionaire & Shatter) $24.95
Complete Set - All 18 Chapters $60.95
Comic Set $9.50
XO MANOWAR
1 (1st app) $10.95
2 3 4
4 (Reprint w/ Shadowman)
5
6
7 8
10 (1st app. TCO)
11 (1st Geomancer)
12 13
14 (1st Brenden)
15 (2nd Brenden)
16 17 (Reprint)
21 (1st Master Of Argent)
22 (Master Of Argent)
23 (Jumpin Jack Flash)
24 (Reprint) $1.75

2) Orders may be paid with check, money order, [illegible] Post Office. The minimum order is $20. Call or write [illegible] checks or money orders within 48 hrs of receipt. Your satisfaction is guaranteed.

Tooned In

By STEVE FRITZ

Marvel Action Hour: Iron Man

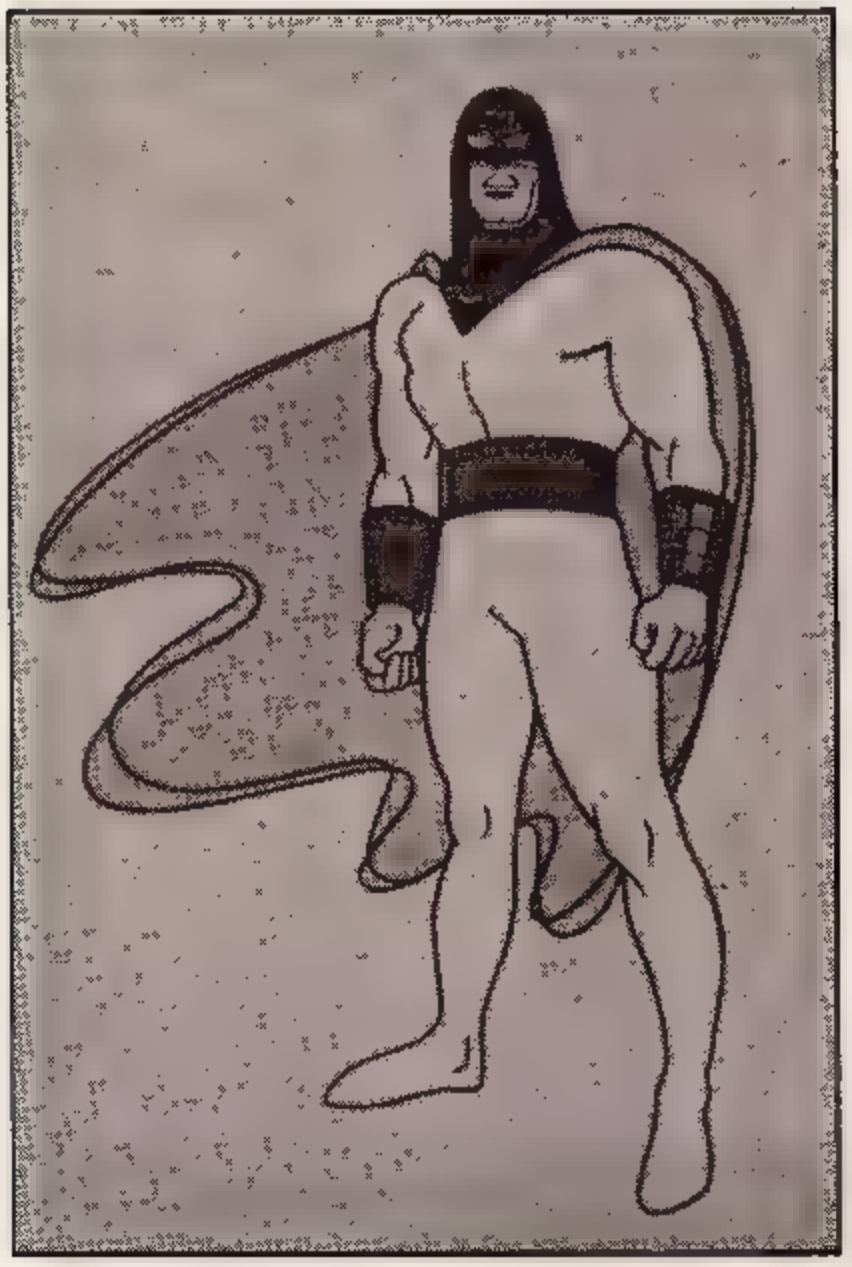
The infamous *Space Ghost: Coast To Coast* is finally going to see the light of day...or in this case late night, where most talk shows deserve to be.

For those who don't know what's going on, the Cartoon Network announced some time back that it was going to do the above mentioned show. It would star Hanna-Barbera's ghost with the most as a talk show host.

Space Ghost: Coast To Coast made its debut on the Cartoon Network on April 15 at 11:00 p.m. Old Ghost arch-nemesis Zorak serves as bandleader and equally evil villain Moltar is the director. Already slated for interviews are the likes of Judy Tenuta, Susan Powter, Ashley Judd and the Bee Gees. There will also be a *Gilligan's Island* cast reunion (now tell me which characters are the cartoons and which ones are live for that one).

✦ ✦ ✦

Marvel Films is finally getting the publicity machine stoked for its upcoming three animated television series. As you are probably well aware, the *X-Men* will be around with new episodes for the fall season. What you are also probably well aware of is it looks like *X-Men* will be sharing the 11:00 a.m. to Noon block with *Amazing Spider-Man*.


Space Ghost: Coast To Coast

According to one Marvel Film source, you can expect all the major supporting characters, from Aunt May to J. Jonah to Mary Jane Parker, to be on the show. Also expect many of the classic villains to make appearances. Finally, don't be surprised if some other Marvel heroes make cameo appearances, as well.

Speaking of Marvel heroes, the other new show coming out of the Marvel camp will be the *Marvel Action Hour. The Hour* will be split into two half-hour segments. The first half-hour will be devoted to the Fantastic Four (with the still quite alive Reed Richards). The second half-hour will be devoted to Tony Stark as Iron Man. Definitely confirmed for the Iron Man segment will be regular appearances by War Machine. You will also see a number of other Marvel heroes appearing in both segments. Our contact would only commit to Daredevil.

Marvel Action Hour is going to be syndicated, so you'll have to consult your TV guide for exact timing this fall.

✦ ✦ ✦

Here's an item from Film Roman. The studio has gone international with its first major deal with the Russian animation studio Soyuzmultfilm. The two have put together a series of video tapes that have to be some of the most breathtaking classic animation this side of Disney.

The first project is a series of 12 video tapes that collects fairy tales ranging from "The Ugly Duckling" to a much closer to the original Hans Christian Andersen "Little Mermaid" (which is really a tragedy). The videos will be released on a monthly basis and are 60 minutes each.

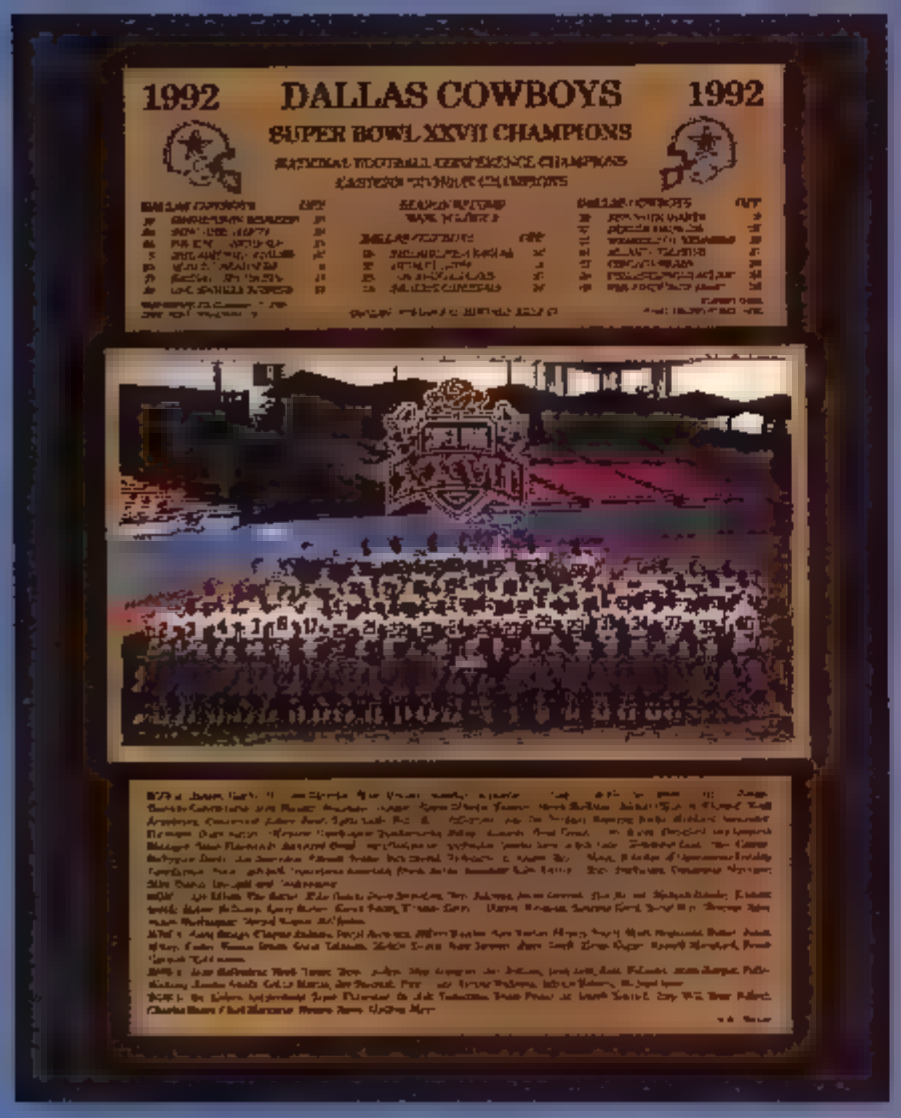
If there's one thing to note about Soyuzmultfilm it is the fact that they aren't tied to the usual commercial constraints that all other studios throughout the world are. The 1,200 title library of films from the studio contains some of the most detailed animation work ever done. Check out these videos if you really want some eye candy.

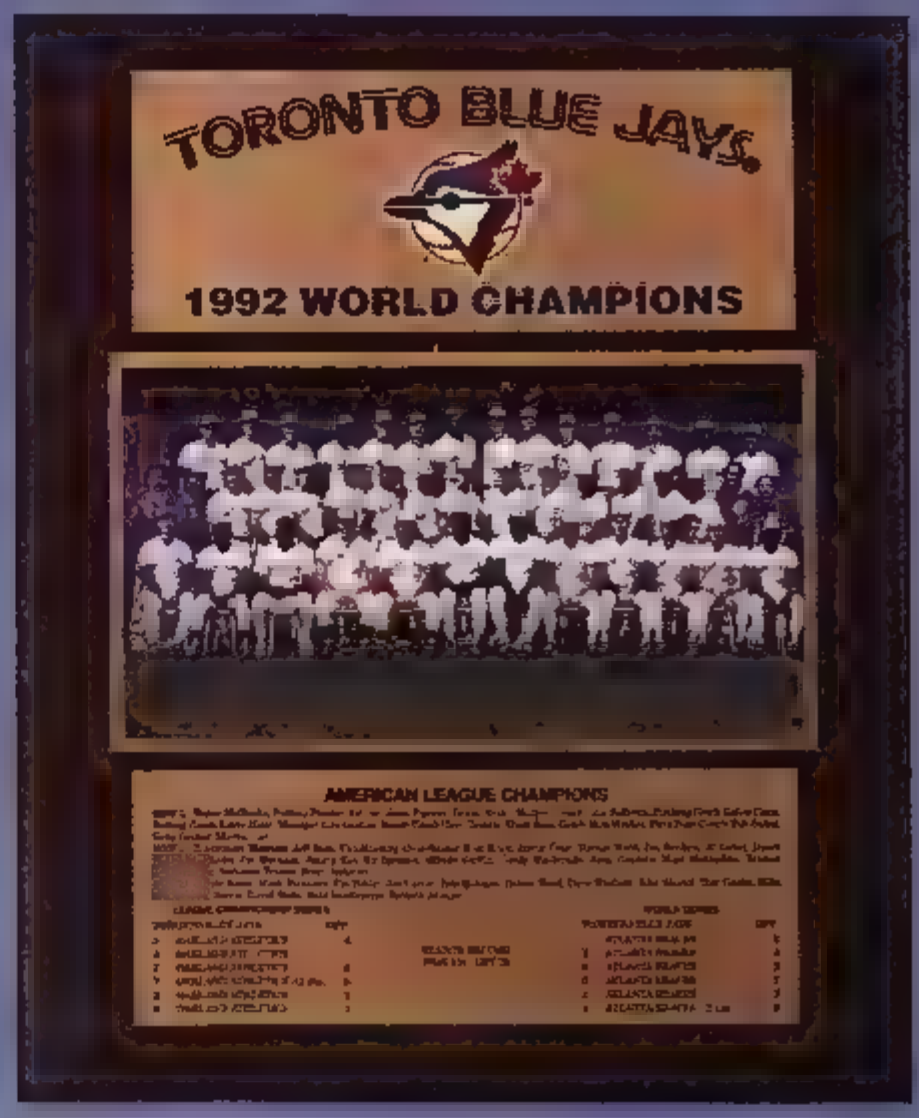
CBC

The Julie Bell
Fantasy Art
Trading Card
Collection
Where
The Fantasy
Comes To Life!
Collect the
entire gallery
of Julie Bell Fantasy
Art trading cards
of the most
stunning images
featuring Julie's
rich painting style
and her trademarked
metallic flesh!

SUPER BOWL AND WORLD SERIES CHAMPIONSHIP COMMEMORATIVE PLAQUES

"The Seasons Of Past Champions Preserved In These Quality And Historic Collectibles."





Collect your favorite teams and create a wall of champions in your office, den, bar, or rec room A great gift idea for devoted sports fans across the country.

SUPER BOWL CHAMPIONS

- ☐ I - 1966 PACKERS
- ☐ II - 1967 PACKERS
- ☐ III - 1968 JETS
- ☐ IV - 1969 CHIEFS
- ☐ V - 1970 COLTS
- ☐ VI - 1971 COWBOYS
- ☐ VII - 1972 DOLPHINS
- ☐ VIII - 1973 DOLPHINS
- ☐ IX - 1974 STEELERS
- ☐ X 1975 STEELERS
- ☐ XI - 1976 RAIDERS
- ☐ XII - 1977 COWBOYS
- ☐ XIII - 1978 STEELERS
- ☐ XIV - 1979 STEELERS
- ☐ XV - 1980 RAIDERS
- ☐ XVI - 1981 49ERS
- ☐ XVII - 1982 REDSKINS
- ☐ XVIII - 1983 RAIDERS (L.A.)
- ☐ XIX - 1984 49'ERS
- ☐ XX - 1985 BEARS
- ☐ XXI - 1986 GIANTS
- ☐ XXII - 1987 REDSKINS
- ☐ XXIII - 1988 49ERS
- ☐ XXIV - 1989 49ERS
- ☐ XXV - 1990 GIANTS
- ☐ XXVI - 1991 REDSKINS
- ☐ XXVII - 1992 COWBOYS
- ☐ XXVIII - 1993 COWBOYS

** Raiders have silver plates on a black board.*

LEAGUE AND DIVISION CHAMPIONS

Officially Licensed Product

- ☐ 1963 CHICAGO BEARS (NFL CHAMPIONS)
- ☐ 1964 CLEVELAND BROWNS (NFL CHAMPIONS)
- ☐ 1964 BUFFALO BILLS (AFL CHAMPIONS)
- ☐ 1965 BUFFALO BILLS (AFL CHAMPIONS)
- ☐ 1980 PHILADELPHIA EAGLES (NFC CHAMPIONS)
- ☐ 1986 DENVER BRONCOS (AFC CHAMPIONS)
- ☐ 1988 CINCINNATI BENGALS (AFC CHAMPIONS)
- ☐ 1990 BUFFALO BILLS (AFC CHAMPIONS)
- ☐ 1991 BUFFALO BILLS (AFC CHAMPIONS)
- ☐ 1991 NEW ORLEANS SAINTS (DIVISION CHAMPIONS) 12" x 12"
- ☐ 1991 DETROIT LIONS (DIVISION CHAMPIONS) 12" x 12"
- ☐ 1991 HOUSTON OILERS (DIVISION CHAMPIONS) 12" x 12"
- ☐ 1992 BUFFALO BILLS (AFC CHAMPIONS)
- ☐ TEAM OF THE 60'S (PACKERS - 61, 62, 65 66, 67 SEASONS) 15" x 19"
- ☐ TEAM OF THE 70'S (STEELERS - 74 75, 78, 79 SEASONS) 15" x 19"
- ☐ TEAM OF THE 80'S (49'ERS - 81, 84, 88, 89 SEASONS) 15" x 19"

WORLD SERIES CHAMPIONS

- ☐ 1908 CUBS
- ☐ 1917 WHITE SOX
- ☐ 1918 RED SOX
- ☐ 1924 SENATORS
- ☐ 1927 YANKEES
- ☐ 1935 TIGERS
- ☐ 1948 INDIANS
- ☐ 1954 N.Y. GIANTS
- ☐ 1955 DODGERS
- ☐ 1957 BRAVES
- ☐ 1960 PIRATES
- ☐ 1961 YANKEES
- ☐ 1962 YANKEES
- ☐ 1963 DODGERS
- ☐ 1964 CARDINALS
- ☐ 1965 DODGERS
- ☐ 1966 ORIOLES
- ☐ 1967 CARDINALS
- ☐ 1968 TIGERS
- ☐ 1969 METS
- ☐ 1970 ORIOLES
- ☐ 1971 PIRATES
- ☐ 1972 A'S
- ☐ 1973 A'S
- ☐ 1974 A'S
- ☐ 1975 REDS
- ☐ 1976 REDS
- ☐ 1977 YANKEES
- ☐ 1978 YANKEES
- ☐ 1979 PIRATES
- ☐ 1980 PHILLIES
- ☐ 1981 DODGERS
- ☐ 1982 CARDINALS
- ☐ 1983 ORIOLES
- ☐ 1984 TIGERS
- ☐ 1985 ROYALS
- ☐ 1986 METS
- ☐ 1987 TWINS
- ☐ 1988 DODGERS
- ☐ 1989 A'S
- ☐ 1990 REDS
- ☐ 1991 TWINS
- ☐ 1992 BLUE JAYS
- ☐ 1993 BLUE JAYS
- ☐ 1994 CHAMPIONS

LEAGUE AND DIVISION CHAMPIONS

- ☐ 1919 CHICAGO BLACK SOX (AMERICAN LEAGUE CHAMPIONS)
- ☐ 1944 ST LOUIS BROWNS (AMERICAN LEAGUE CHAMPIONS)
- ☐ 1945 CHICAGO CUBS (NATIONAL LEAGUE CHAMPIONS)
- ☐ 1954 CLEVELAND INDIANS (AMERICAN LEAGUE CHAMPIONS)
- ☐ 1959 CHICAGO WHITE SOX (AMERICAN LEAGUE CHAMPIONS)
- ☐ 1965 MINNESOTA TWINS (AMERICAN LEAGUE CHAMPIONS)
- ☐ 1967 BOSTON RED SOX (AMERICAN LEAGUE CHAMPIONS)
- ☐ 1982 MILWAUKEE BREWERS (AMERICAN LEAGUE CHAMPIONS) 12" x 12"
- ☐ 1983 CHICAGO WHITE SOX (WESTERN DIVISION CHAMPIONS) 12" x 12"
- ☐ 1984 CHICAGO CUBS (EASTERN DIVISION CHAMPIONS) 12" x 12"
- ☐ 1989 CHICAGO CUBS (EASTERN DIVISION CHAMPIONS) 12" x 12"
- ☐ 1989 SAN FRANCISCO GIANTS (NATIONAL LEAGUE CHAMPIONS) 12" x 12"
- ☐ 1989 TORONTO BLUE JAYS (EASTERN DIVISION CHAMPIONS) 12" x 12"
- ☐ 1991 TORONTO BLUE JAYS (EASTERN DIVISION CHAMPIONS) 12" x 12"
- ☐ 1991 ATLANTA BRAVES (NATIONAL LEAGUE CHAMPIONS)
- ☐ 1992 ATLANTA BRAVES (NATIONAL LEAGUE CHAMPIONS)

WALNUT GRAINED PLAQUE

- SIZE: 13" x 16" x 5/8" thick (unless otherwise listed)
- Full color photo (some older baseball teams are b&w)
- Gold metal plates

PRICES *(Shipping & Handling Included)*

$49.99 - All plaques (except ones listed below)
$64.99 - Team of the 60's, 70's & 80's
(Illinois residents add 7.75% sales tax)

Sorry, we cannot accept foreign orders.
Allow 4-6 weeks delivery

SEND CHECK OR MONEY ORDER TO:

Comic Book Collector
Mail Order Department
P.O. Box 429
Evanston, IL 60204

Please print name & address neatly on a separate sheet of paper when ordering.

INDEPENDENT REVIEW

By IAN M. FELLER

Science Fiction and African American history. That's the subject matter of **Space Crusaders of the Ashanti #1** from **Honest Man Comics.**

Space Crusaders of the Ashanti #1 tells the story of a future Earth where domed continents now orbit the world from which they were a part. In this future, the only remaining Black African nation is Ghana. Six leaders of Ghana want to recreate a race of Black people to escape Earth's oppressive political and racial system. They assign the top secret mission of cloning this new race to Professor Kenneth More. More sets out with a staff of hand picked, top notch professionals. The only problem is — who are the right people to clone? They decide they need the DNA of 20th Century African Americans, the strongest most suitable race that ever existed. Their mission — return to the Earth's surface and collect the DNA of these people from the planet's ruins.

If they can successfully accomplish this feat, they are then left with the problem of educating these clones with 27th Century science and teaching them to survive in this future time.

The DNA is recovered, the cloning process begins. Is it a success? Can they be taught the ways of the future? Pick up this issue and find out.

Space Crusaders of the Ashanti #1 is written by Justice R. Winfield with artwork by Joe Buckingham, Jr. Winfield has some very interesting views of the Earth's future. One's that are a bit disturbing. His story flows fairly smoothly although there are a few bumps that should have been removed, but these will not do anything to hinder your reading enjoyment.

The artwork, by Joe Buckingham, Jr., is, for lack of a better word, interesting. His style is very quirky. His anatomy is distorted yet you always know who you are looking at. The characters are never confused. At first glance the artwork makes you think Buckingham is an amateur. But as you get used to it you realize how stylized it is. He incorporates large splash panels with black backgrounds, with smaller panels filled with detail and information. It all adds up to a solid story with capable art.

The Honest Man Comics gang has printed in its literature that this comic is focused at the teenage audience and opens up a world that has its base in the future and its past in African History. There is nothing like a good comic that can teach as well as entertain. Don't let them fool you, though. An adult can enjoy this just as much as a teen.

Space Crusaders of the Ashanti #1 is an all around good comic with an interesting story and competent artwork. If it sounds like something for you, contact Honest Man Comics by writing to them at 133-05 234 Street, Laurelton, NY 11422 or by calling (718) 481-8923.

FREE

X-MEN PROMO SHEET

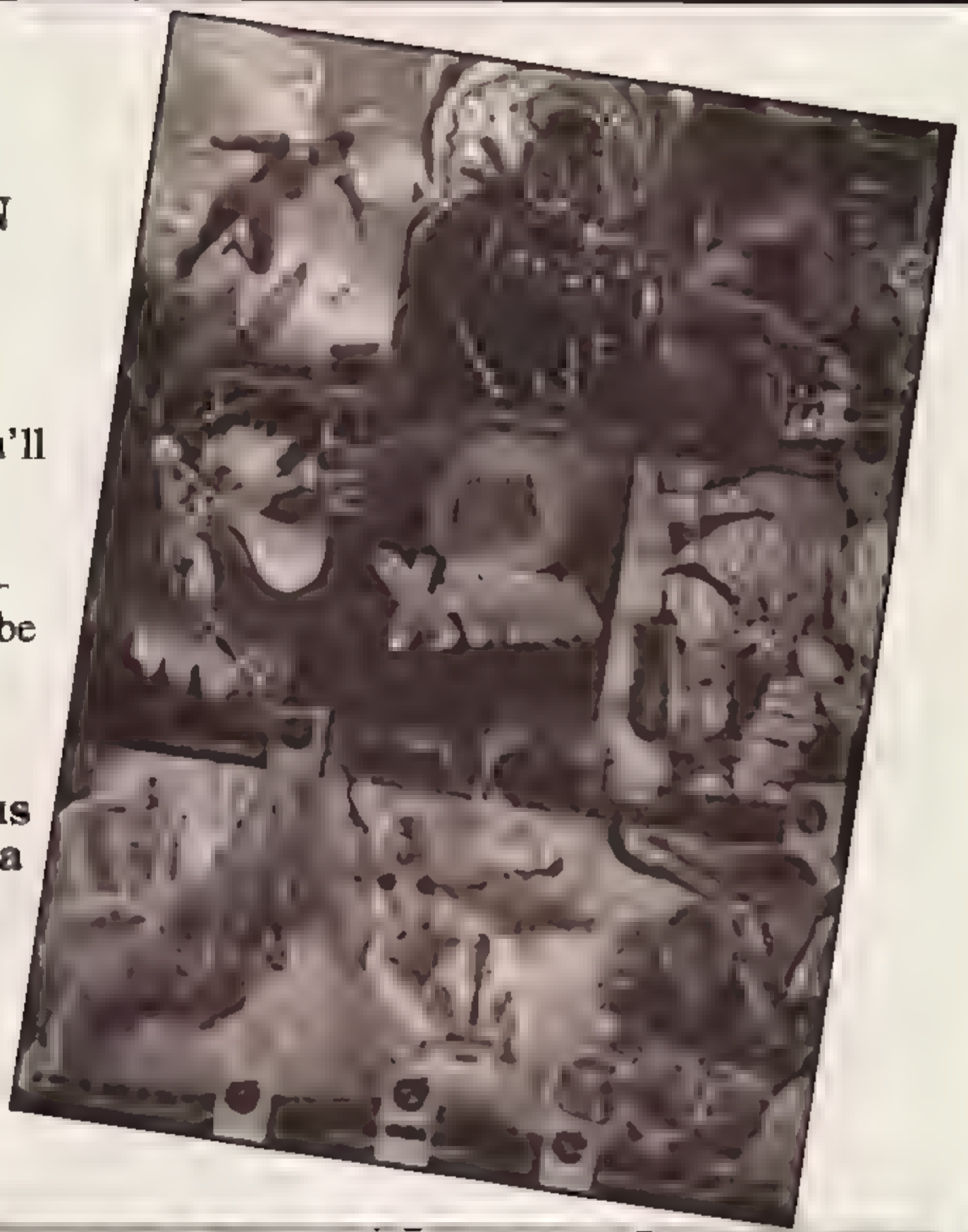
FROM FLEER AND COMIC BOOK COLLECTOR

Subscribe to **COMIC BOOK COLLECTOR** for one or two years and receive a cool-looking **FLEER ULTRA X-MEN PROMO SHEET ABSOLUTELY FREE!**

If you order a one year subscription for $17.95 you'll be saving over $17.00 off the newsstand price.
If you order a two year subscription for $33.95 you'll be saving over $36.00 off the newsstand price.

Don't miss this fabulous opportunity to receive a FREE X-MEN PROMO SHEET.

OFFER EXPIRES July 31, 1994 or while supplies last.



TO CHARGE YOUR SUBSCRIPTION TO VISA OR MASTERCARD CALL TOLL FREE

1-800-877-5893

Only Charge Orders Will Be Accepted By Phone. (Hours: Monday-Friday 7:30 am to 10:30 pm CST)
Allow 4-6 weeks for your first issue and promo sheet to arrive

ACQ

SIGN ME UP TODAY & SEND ME MY FREE X-MEN PROMO SHEET

PAYMENT MUST BE ENCLOSED FOR THIS OFFER

Print Name _____

Address _____

City _____ **State** _____ **Zip** _____

For Mastercard and Visa orders include card number and expiration date

Visa or Mastercard number

Expiration Date Signature

COMIC BOOK COLLECTOR
MONTHLY COMIC PRICE GUIDE

1 Year - 12 Issues - $17.95 (Regular rate 29.95)

2 Year - 24 Issues - $33.95 Regular rate $59.95)

CANADA 12 Issues $ 24 Issues $ GST Included
FOREIGN $ $
CANADA & OTHER FOREIGN Payment must be payable in U.S. funds

FOR AD RATES CALL 516 349 9494

MAIL TO Comic Book Collector Box 345 Mt. Morris IL 61054

ACQ

TOP 100

March 1994

Based on orders from *Capital City Distribution* for books shipping in March.

RANK	TITLE	ISSUE	PUBLISHER
1	Spawn/Batman		Image
2	Batman/Spawn: War Devil		DC
3	X-Men	32	Marvel
4	Uncanny X-Men	312	Marvel
5	Adventures of Cyclops & Phoenix	1	Marvel
6	Wolverine	81	Marvel
7	Ghost Rider 2099	1	Marvel
8	Pitt	4	Image
9	X-Men 2099	8	Marvel
10	X-Force	34	Marvel
11	WildC.A.T.S.	9	Image
12	Superman	89	DC
13	Batman	507	DC
14	Superman: The Man of Steel	33	DC
15	Adventures of Superman	512	DC
16	Action Comics	699	DC
17	Beavis & Butt-head	3	Marvel
18	Amazing Spider-Man	389	Marvel
19	X-Factor	102	Marvel
20	Detective Comics	674	DC
21	Spider-Man/X-Factor: Shadowgames	1	Marvel
22	Kindred	1	Image
23	Venom: The Mace	1	Marvel
24	Marvels	4	Marvel
25	Cable	11	Marvel
26	Batman: Shadow of the Bat	27	DC
27	Prophet	5	Image
28	Maxx	5	Image
29	Superman: The Man of Steel Annual	3	DC
30	Spider-Man 2099	19	Marvel
31	Deathblow	4	Image
32	Superboy	4	DC
33	Spider-Man	46	Marvel
34	Batman: Legends of the Dark Knight	60	DC
35	Savage Dragon	9	Image
36	Amazing Spider-Man Annual	28	Marvel
37	X-Factor Annual	9	Marvel
38	Armorines	1	Valiant
39	Gen 13	2	Image
40	Hulk	417	Marvel
41	Supergirl	4	DC
42	Fantastic Four	388	Marvel
43	Catwoman	10	DC
44	Shadowhawk III	4	Image
45	Simpsons Comics	3	Bongo
46	Robin	6	DC
47	Steel	4	DC
48	Web of Spider-Man	112	Marvel
49	Daredevil	328	Marvel
50	Excalibur	77	Marvel
51	Brigade	8	Image
52	Team Youngblood	7	Image
53	Sandman	60	DC
54	Ninjak	5	Valiant
55	Bloodstrike	9	Image
56	Catwoman Annual	1	DC
57	Spectacular Spider-Man	212	Marvel
58	Ren & Stimpy	18	Marvel
59	Supreme	11	Image
60	War Machine	2	Marvel
61	Spider-Man Unlimited	5	Marvel
62	Ray	1(D)	DC
63	Silver Surfer	92	Marvel
64	Avengers	374	Marvel
65	Rune (Ultraverse Premiere #1)	3	Malibu
66	X-Men Adventures Season II	4	Marvel
67	Namor	50 (DLX)	Marvel
68	Freak Force	4	Image
69	Ghost Rider	49	Marvel
70	Doom 2099	17	Marvel
71	X-O Manowar	29	Valiant
72	Aliens/Predator: Deadliest of the Species	5	Dark Horse
73	Punisher 2099	16	Marvel
74	Lobo	5	DC
75	Force Works	3	Marvel
76	Iron Man	304	Marvel
77	Sin City: A Dame to Kill For	5	Dark Horse
78	Turok Dinosaur Hunter	12	Valiant
79	Captain America	427	Marvel
80	New Warriors	47	Marvel
81	X-Men: The Early Years	1	Marvel
82	Bloodshot	17	Valiant
83	Daredevil Annual	10	Marvel
84	Fury	1	Marvel
85	Books of Magic	1	DC
86	Solar Man Of The Atom	34	Valiant
87	Punisher	90	Marvel
88	Lobo: Contract on Gawd	2	DC
89	Thunderstrike	8	Marvel
90	Thor	474	Marvel
91	What If?	61	Marvel
92	Vanguard	6	Image
93	Magnus Robot Fighter	37	Valiant
94	Sabretooth Classics	1	Marvel
95	Nightwatch	2	Marvel
96	Rai and the Future Force	22	Valiant
97	Charlemagne	1	Defiant
98	'Breed	3	Malibu
99	Punisher War Zone	27	Marvel
100	Ghost Rider/Blaze: Spirits of Vengeance	22	Marvel

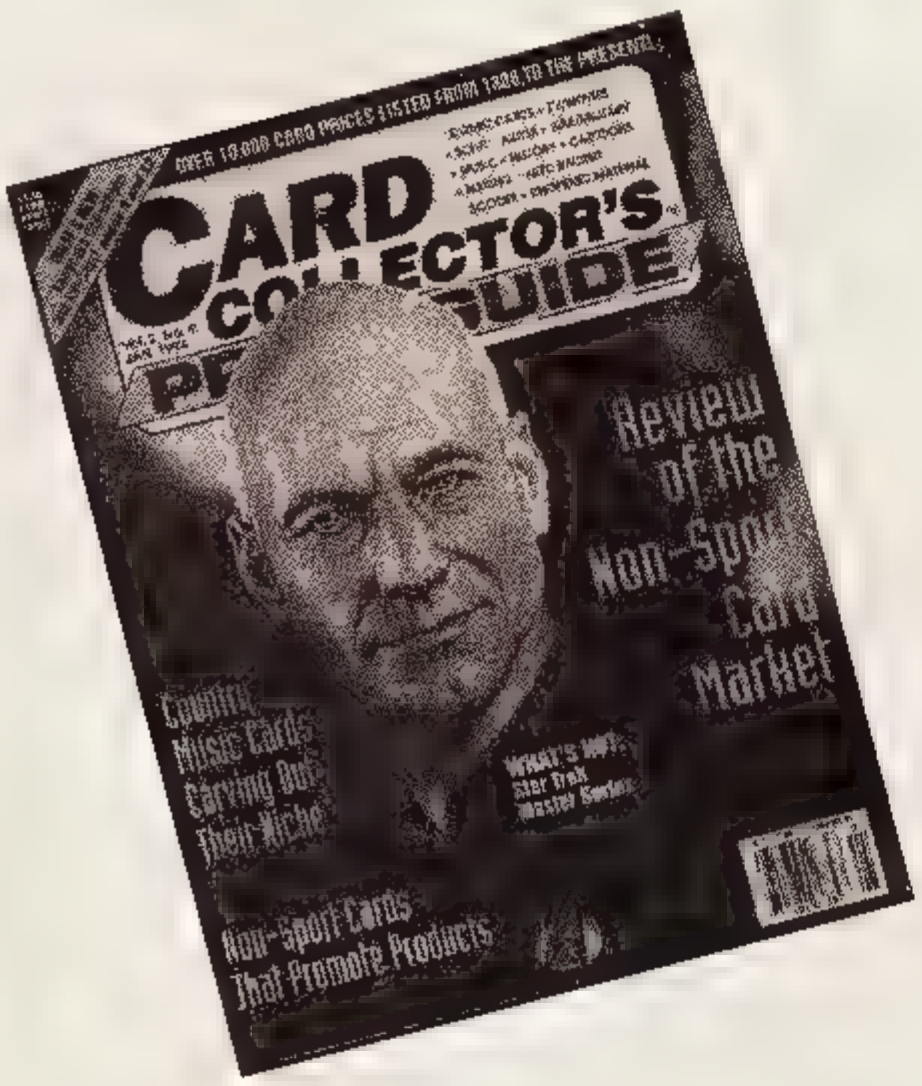
March 1994

Based on order quantities from *Diamond Comic Distributors* for books shipping in March.

RANK	TITLE	ISSUE	PUBLISHER
1	Spawn/Batman		Image
2	X-Men	32	Marvel
3	Batman/Spawn: War Devil		DC
4	Uncanny X-Men	312	Marvel
5	Adventures of Cyclops & Phoenix	1	Marvel
6	Wolverine	81	Marvel
7	Pitt	4	Image
8	WildC.A.T.S.	9	Image
9	X-Force	34	Marvel
10	Ghost Rider 2099	1 (Coll. Ed.)	Marvel
11	X-Men 2099	8	Marvel
12	Superman	89	DC
13	Superman: The Man of Steel	33	DC
14	Adventures of Superman	512	DC
15	Action Comics	699	DC
16	X-Factor	102	Marvel
17	Batman	507	DC
18	Amazing Spider-Man	389	Marvel
19	Venom: The Mace	1	Marvel
20	Kindred	1	Image
21	Beavis & Butt-head	3	Marvel
22	Detective Comics	674	DC
23	Prophet	5	Image
24	Marvels	4	Marvel
25	Cable	11	Marvel
26	Deathblow	4	Image
27	Maxx	5	Image
28	Spider-Man/X-Factor Shadowgames	1	Marvel
29	Gen 13	2	Image
30	Batman: Shadow of the Bat	27	DC
31	Superboy	4	DC
32	Savage Dragon	9	Image
33	Spider-Man 2099	19	Marvel
34	Spider-Man	46	Marvel
35	Superman: The Man of Steel Annual	3	DC
36	Armorines	1	Valiant
37	Fantastic Four	388	Marvel
38	Shadowhawk III	4	Image
39	Batman: Legends of the Dark Knight	60	DC
40	Supergirl	4	DC
41	X-Factor Annual	9	Marvel
42	Team Youngblood	7	Image
43	Catwoman	10	DC
44	Incredible Hulk	417	Marvel
45	Brigade	8	Image
46	Simpsons Comics	3	Bongo
47	Steel	4	DC
48	Amazing Spider-Man Annual	28	Marvel
49	Robin	6	DC
50	Excalibur	77	Marvel
51	Sandman	60	DC
52	Ninjak	5	Valiant
53	Bloodstrike	9	Image
54	Green Lantern	52	DC
55	Supreme	11	Image
56	Web of Spider-Man	112	Marvel
57	Daredevil	328	Marvel
58	Catwoman Annual	1	DC
59	Ren & Stimpy	18	Marvel
60	Spectacular Spider-Man	212	Marvel
61	Ray	1 (Coll. Ed.)	DC
62	Spider-Man Unlimited	5	Marvel
63	Books of Magic	1	DC
64	Rune (Ultraverse Premiere #1)	3	Malibu
65	War Machine	2	Marvel
66	Aliens/Predator: Deadliest of the Species	5	Dark Horse
67	Sin City: A Dame to Kill For	5	Dark Horse
68	Namor	50 (Coll. Ed.)	Marvel
69	Silver Surfer	92	Marvel
70	Avengers	374	Marvel
71	X-O Manowar	29	Valiant
72	Freak Force	4	Image
73	Ghost Rider	49	Marvel
74	Lobo	5	DC
75	X-Men Adventures Season II	4	Marvel
76	Turok Dinosaur Hunter	12	Valiant
77	New Warriors	47	Marvel
78	Bloodshot	17	Valiant
79	X-Men: The Early Years	1	Marvel
80	Doom 2099	17	Marvel
81	Lobo: Contract on Gawd	2	DC
82	Punisher 2099	16	Marvel
83	Force Works	3	Marvel
84	Captain America	427	Marvel
85	Solar Man of the Atom	34	Valiant
86	Charlemagne	1	Defiant
87	Vanguard	6	Image
88	Iron Man	304	Marvel
89	Daredevil Annual	10	Marvel
90	Magnus Robot Fighter	37	Valiant
91	Punisher	90	Marvel
92	Thunderstrike	8	Marvel
93	Thor	474	Marvel
94	Rai and the Future Force	22	Valiant
95	Punisher War Zone	27	Marvel
96	Prime	10	Malibu
97	What If?	61	Marvel
98	Second Life of Dr. Mirage	8	Valiant
99	Shadowman	26	Valiant
100	Eternal Warrior	23	Valiant

CARD COLLECTOR'S PRICE GUIDE

The Hobby's Best Non Sport Card Price Guide!


COVER 10,000 CARD PRICES LISTED FROM 1938 TO THE PRESENT!
CARD COLLECTOR'S PRICE GUIDE
Review of the Non-Sport Card Market
Coming Music Cards Carving Out Their Niche
Non-Sport Cards That Promote Products

CARD COLLECTOR'S PRICE GUIDE
Display Boxes, Promo Sheets, and Posters DON'T THROW THEM AWAY!
DOH! Simpsons Comic Cards are Here

America's original monthly price guide devoted exclusively to non sport cards!

Each Issue of CARD COLLECTOR'S PRICE GUIDE Includes:

- ✧ The most up-to-date non sport card news
- ✧ Current prices on comic cards, TV/movie cards, promo cards, wrappers, unopened boxes and packs, milk caps, and much more
- ✧ Adult Card news and prices
- ✧ Great editorial on collecting and investing in this growing hobby
- ✧ Fantastic contests and/or hot new trading card give–aways!

For bulk dealer orders, call Donna Hecke at 708–491–6440.

To advertise, call 516–349–9494 or Fax 516–349–9516.

Comic Card Prices

ARCHIE CARDS 1992
SKYBOX (120)
Complete set... 9.00 12.00
Single cards ... .10 0.15
Hologram set 4 ... 25.00 30.00
Series wrap hologram ... 8.00 15.00

ART ADAMS 1992
COMIC IMAGES (45)
Complete set... 12.00 - 16.00
Single cards ... 0.25 0.50

BATMAN 1966
TOPPS (55)
Complete set ... 90.00 150.00
Single cards (orange) ... 2.50 4.00
Series A set (44) ... 80.00 – 125.00
Single A cards ... 2.00 - 3.00
Series B set (44) ... 90.00 140.00
Single B cards ... 3.00 4.00
Wrapper ... 25.00 - 35.00

BATMAN ANIMATED 1993
TOPPS (100/6)
Complete set ... 11.00 14.00
Single cards ... 0.20 - 0.25
Cel card set ... 30.00 40.00
Single Cel ... 5.00 - 8.00

BORIS I 1991
COMIC IMAGES (90)
Complete set... 14.00 - 18.00
Single cards ... 0.10 - 0.25

BORIS II 1992
COMIC IMAGES (90)
Complete set ... 8.00 – 12.00
Single cards ... 0.10 - 0.25
Prism set (6) ... 45.00 - 60.00
Single prisms ... 8.00 – 15.00

BORIS III 1993
COMIC IMAGES (72)
Complete set ... 13.00 – 20.00
Chrome set ... 40.00 – 45.00
Single chromiums ... 10.00 – 15.00

CAPTAIN AMERICA 1990
COMIC IMAGES (45)
Complete set ... 10.00 – 14.00
Single cards ... 0.25 – 0.30

COMIC CREATORS 1992
ECLIPSE (110)
Complete set ... 14.00 – 18.00
Single cards ... 0.15 – 0.25

COMIC FUTURE STARS 1993
MAJESTIC (100)
Complete set ... 9.00 – 12.00
Single cards ... 0.15 – 0.20
Hologram ... 38.00 45.00
Single hot picks ... 7.00 9.00
Star card set ... 15.00 20.00
Single star card ... 5.00 6.00

CONAN 1995
COMIC IMAGES (50)
Complete set ... 20.00 – 25.00
Single cards ... 0.40 – 0.50

CONAN CHROMIUM SET 1993
COMIC IMAGES (90)
Complete set ... 35.00 - 45.00
Single cards ... 0.45 - 0.50

CREATOR'S UNIVERSE 1993
DYNAMIC ENTERTAINMENT (100)
Complete set ... 20.00
Single cards ... 0.20 0.25

DARK DOMINION 1993
RIVER GROUP (150)
Complete set ... 14.00 - 16.00
Single cards ... .15
Level 1 set (9) ... 50.00 - 55.00
Single level 1 cards ... 7.00 – 8.00
Level 2 set (4) ... 65.00 – 70.00
Single level 2 cards ... 18.00 – 20.00

DC BLOODLINES 1993
SKYBOX (81/4/1)
Complete set ... 12.00 – 15.00
Single cards ... 0.15 – 0.20
Foil-embossed set ... 30.00 35.00
Single foil cards ... 8.00 - 10.00
Superman Exch card ... 18.00 – 22.00

DC COMIC CARDS 1988
DC (48)
Series 1 set (1-48) ... 27.00 – 37.00
Single cards ... 0.50 - 1.00

DC COMIC CARDS 1990
DC (72)
Series 2 set (49-120) ... 35.00 – 50.00
Single cards ... 0.50 1.00

DC COMIC STICKERS 1978
TOPPS (30)
Complete set ... 45.00 - 55.00
Single stickers ... 1.50 - 2.00

DC COSMIC CARDS 1992
SKYBOX (160)
Complete set ... 9.00 14.00
Great Battles (142-168) ea. ... 0.15 – 0.20
Classic Covers (169-178) ea. 0.15 – 0.20
Checklists (179-180) ... .10 0.15
Star Trek (unnumbered) ... .10 0.20
Single cards ... 0.25 - 0.10

DC COSMIC TEAMS 1993
Set (150)
Complete set ... 9.00 – 14.00
Single cards ... .10 0.15
Hologram set ... 25.00 - 35.00
Single hologram ... 5.00 8.00

DEATHMATE 1993
UPPER DECK (PYRAMID) (110)
Complete set ... 9.00 - 10.00
Single cards ... 0.40 0.50
Foil set ... 35.00 40.00
Single Foil card ... 5.00 6.00
Prism set ... 30.00 - 35.00
Single Prism card ... 6.00 7.00
Chromium set ... 15.00 20.00
Single Chromium ... 8.00 – 12.00

DEATHWATCH 2000 1995
Gold Autograph (10) ...
Complete set ... 10.00 - 15.00
Hologram set ... 65.00 75.00
Single Hologram ... 5.00 - 6.00
Silver Phoenix ... 20.00 25.00
Single Firefly ... 20.00 - 25.00

DOOMSDAY: DEATH OF SUPERMAN 1993
Set (150)
Complete set ... 40.00 50.00
Spectra/foil set (6) ... 75.00 – 100.00
Single cards ... 0.30 – 0.35
Spectra/foil cards ... 15.00 - 18.00
Promo card ... 1.50 - 2.00

EXCALIBUR 1990
COMIC IMAGES (45)
Complete set ... 12.00 15.00
Single cards ... 0.25 0.50

FRAZETTA 1991
COMIC IMAGES (90)
Complete set ... 10.00 15.00
Single cards ... 0.10 - 0.25

FRAZETTA 2 1993
COMIC IMAGES (90)
Complete set ... 10.00 15.00
Single cards ... 0.10 - 0.25
Spectra set ... 10.00 15.00
Single spectras ... 5.00 - 6.00
Chromium set ... 20.00 25.00
Single Chromiums ... 7.50 - 8.00

GHOST RIDER 1990
COMIC IMAGES (45)
Complete set ... 12.00 15.00
Single cards ... 0.30 - 0.50

GHOST RIDER II 1992
COMIC IMAGES (90)
Complete set ... 7.00 – 10.00
Single cards ... 0.05 0.15
Glow in the dark set (10) ... 3.00 - 4.00
Glow in the dark singles ... 0.30 0.50

HILDEBRANDT 1992
COMIC IMAGES (90)
Complete set ... 9.00 12.00
Single cards ... 0.10 - 0.15
Prism set (6) ... 45.00 60.00
Single prisms ... 9.00 - 15.00

HILDEBRANDT II 1993
COMIC IMAGES (90)
Complete set ... 8.00 12.00
Single cards ... 0.10 - 0.15
Chrome card set (6) ... 40.00 50.00
Chrome singles ... 8.00 - 10.00

INCREDIBLE HULK 1979
TOPPS (88)
Complete set ... 15.00 - 20.00
Sticker set (22) ... 8.00 - 10.00
Single stickers ... 0.50 - 0.75
Single cards ... 0.25 - 0.50

INCREDIBLE HULK 1991
COMIC IMAGES (40)
Complete set ... 10.00 15.00
Single cards ... 0.25 - 0.30

INCREDIBLE HULK COVERS 1976
MARVEL (24)
Complete set ... 60.00 - 75.00
Single cards ... 3.00 - 5.00

JIM LEE 1990
COMIC IMAGES (45)
Series one (45) ... 12.00 - 15.00
Series two (45) ... 12.00 - 15.00
Single cards ... 0.20 0.35

JOHN BYRNE 1990
COMIC IMAGES (45)
Complete set ... 12.00 – 15.00
Single cards ... 0.25 - 0.35

KEN KELLY 1993
FPG (90)
Complete set ... 10.00 – 15.00
Single cards ... 0.15 – 0.25
Hologram set (3) ... 35.00 – 40.00
Single hologram ... 12.00 – 15.00

LEGACY #0 1993
MAJESTIC (150)
Complete set ... 25.00 – 30.00
Single cards ... 0.25 – 0.30
"Comic in Progress" ... 0.75 – 1.00
Legacy foil singles ... 4.00 – 5.00
D1 Protector foil ... 8.00 - 10.00
D7 Legacy foil ... 8.00 10.00
S.T.A.T.Ashcan ... 1.00 - 2.00

MARVEL FIRST ISSUE COVERS 1991
COMIC IMAGES (100)
Complete set ... 14.00 – 18.00
Single cards ... 0.25 – 0.50

MARVEL FIRST ISSUE COVERS 2ND SERIES 1991
COMIC IMAGES (100)
Complete set ... 14.00 – 18.00
Single cards ... 0.25 – 0.50

MARVEL MASTERPIECES 1992
SKYBOX (100)
Complete set ... 40.00 60.00
Single cards ... .35 .50
Tin set ... 60.00 65.00
Complete promo set ... 30.00 40.00
Hulk promo ... 8.00 12.00
Capt. America promo ... 8.00 12.00
Silver Surfer promo ... 8.00 12.00
Spiderman promo ... 8.00 12.00
Wolverine promo ... 8.00 - 10.00
Psylocke promo ... 8.00 12.00

MARVEL MASTERPIECES II 1993
SKYBOX (90)
Complete set ... 20.00 25.00
Single cards ... .25 .35
Single each ... 8.00 10.00
Set 1-50 set ... 55.00 – 70.00

MARVEL SUPER HEROES 1966
DONRUSS (66)
Complete set ... 185.00 – 250.00
Single cards ... 4.00 – 4.50
Wrapper ... 12.00 – 15.00

MARVEL SUPER HEROES STICKERS 1967
TOPPS (55)
Complete set ... 250.00 – 300.00
Single sticker ... 5.00 - 7.00
Wrapper ... 20.00 - 25.00

MARVEL SUPER HEROES 1994
FTCC (60)
Complete set ... 20.00 - 25.00
Single cards ... 0.40 - 0.50

MARVEL UNIVERSE I 1990
IMPEL (162)
Complete set ... 40.00 - 50.00
Hologram set (5) ... 50.00 60.00
Tin factory set ... 200.00 - 225.00
Famous Battles (88-123) ... 0.30 – 0.50
M.V. Covers ... 0.30 - 0.50
Team Pictures (137-148) ... 0.30 – 0.50
Spiderman Pres. (149-160) ... 0.25 – 0.35
Common cards ... 0.10 – 0.20

MARVEL UNIVERSE II 1991
IMPEL (162)
Complete set ... 25.00 – 35.00
Hologram set (5) ... 27.00 35.00
Tin factory set ... 80.00 - 100.00
Arch Enemies (91-128) ... 0.20 0.35
Legends (139-144) ... 0.20 0.35
Teams (150-58) ... 0.15 0.30
Common cards ... 0.10 0.20

MARVEL UNIVERSE III 1992
SKYBOX (IMPEL)(200)
Complete set ... 15.00 25.00
Rookies (141-149) ... .25 .30
Origins (161-170) ... 0.20 0.30
Teams (171-183) ... 0.20 – 0.30
Hologram set (5) ... 22.00 – 30.00
Factory tin set ... 60.00 – 70.00
Common cards ... 0.20 – 0.25
Venom promo hologram ... 4.00 – 6.00
Spiderman promo ... 1.00 – 2.00
Capt. America promo ... 1.00 – 2.00
Invisible Woman promo ... 0.75 1.00

MARVEL UNIVERSE IV 1993
SKYBOX (180)
Complete set ... 10.00 – 16.00
Single cards ... 0.10 - .5
2099 set ... 40.00 50.00
2099 cards ... .30 .50
Spidey/Venom 3-D holo ... 40.00 – 50.00

MCFARLANE, TODD 1990
COMIC IMAGES (45)
Series one set ... 12.00 – 16.00
Single cards ... .25 - 0.35

MCFARLANE, TODD 1990
COMIC IMAGES (45)
Series two set ... 12.00 – 16.00
Single cards ... 0.25 – 0.35

MILESTONE: THE DAKOTA UNIVERSE 1993
SKYBOX (100)
Complete set(40) ... 8.00 – 12.00
Single cards ... 0.10 – 0.15
M1 or M2 card ... 9.00 – 11.00

PLASM 1993
RIVER GROUP (150)
Complete set ... 9.00 – 15.00
Single cards ... 0.20 - 0.30
1st edition album ... 40.00 – 50.00
2nd edition album ... 15.00 - 20.00
Level 1 set (9) ... 55.00 – 60.00
Level 2 set (4) ... 50.00 – 55.00

PUNISHER 1990
COMIC IMAGES (50)
Complete set ... 12.00 - 15.00
Single cards ... .25 - 0.40

PUNISHER 1992
COMIC IMAGES (80)
Complete set ... 8.00 - 12.00
Single cards ... .10 - .20
Scratch-n-sniff cards ... 3.00 - 4.00
Prism set ... 40.00 45.00
Single prisms ... 7.00 9.00

Q-UNIT 1993
HARRIS COMICS (4)
(Cybercard set)
Layered Reality set (4) ... 9.00 – 11.00

RETURN OF SUPERMAN 1993
SKY BOX (100)
Complete set ... 14.00 - 20.00
Single cards ... .25 .25
Foil set (4) ... 40.00 - 50.00
Single foils ... 12.00 – 15.00

SACH & VIOLENS 1993
COMIC IMAGES (90)
Complete set ... 8.00 – 12.00
Single cards ... 0.10 – 0.15
Prism card set (6) ... 25.00 – 30.00
Single prism cards ... 5.00 – 7.00

SAVAGE DRAGON 1992
COMIC IMAGES (90)
Complete set ... 8.00 - 10.00
Single cards ... 0.10 0.15
Prism set ... 45.00 50.00
Single prisms ... 7.00 – 10.00

SHADOWHAWK 1992
COMIC IMAGES (90)
Complete set ... 10.00 – 12.00
Single cards ... 0.10 - 0.15
Prism set (6) ... 50.00 60.00
Single prisms ... 8.00 - 10.00

SILVER SURFER 1992
COMIC IMAGES (72)
Complete set ... 30.00 35.00
Single cards ... 0.35 - 0.60

SPIDER-MAN 1992
COMIC IMAGES (90)
Complete set ... 8.00 12.00
Single cards ... 0.10 0.20
Prism set (6) ... 75.00 100.00
Single prisms ... 15.00 18.00

SPIDER-MAN II 1992
COMIC IMAGES (90)
Complete set ... 7.00 10.00
Single cards ... 0.05 0.15
Prism set (6) ... 45.00 - 55.00
Prism singles (1-12) ... 8.00 - 10.00

SPIDEY TEAM-UP 1995
COMIC IMAGES (45)
Complete set ... 12.00 – 15.00
Single cards ... 0.25 – 0.50

STAR WARS GALAXY 1993
TOPPS (140)
Complete set ... 17.00 25.00
Single cards ... 0.20 – 0.25
Etched-foil set (6) ... 40.00 – 50.00
Single etched foils ... 10.00 – 12.00

TRIBE 1993
PRESS PASS (90)
Complete set ... 8.00 12.00
Single cards ... 0.10 0.15
Prism card set (5) ... 20.00 - 25.00
Single prism cards ... 5.00 8.00
Foil card set (5) ... 35.00 – 45.00
Single foil card ... 7.00 – 10.00

ULTRAVERSE 1993
SKYBOX (100)
Complete set ... 8.00 12.00
Single cards ... 0.15 - 0.20
Rookie card set (9) ... 12.00 17.00
Star rookie card set (4) ... 12.00 17.00
Ultratech set (2) ... 20.00 - 22.00
Rookie single ... 2.00 - 3.00
Star rookie single ... 4.00 – 5.00
Ultratech single ... 12.00 15.00

UNITY 1992
COMIC IMAGES (90)
Complete set ... 8.00 – 10.00
Single cards ... 0.10 - 0.15
Chromium set (6) ... 40.00 – 45.00
Single chromium ... 8.00 9.00

VALIANT ERA 1993
UPPER DECK (PYRAMID)(120)
Complete set ... 9.00 - 12.00
Single cards ... 0.15 - 0.20
1st app set (9) ... 50.00 - 65.00
1st app singles ... 6.00 - 7.00
Unseen art set (9) ... 35.00 40.00
Unseen art singles ... 3.00 5.00
X-O (sp) ... 12.00 – 20.00

WILD.C.A.T.S. 1993
TOPPS (100)
Complete set ... 9.00 - 12.00
Single cards ... 0.10 0.15
Hologram set (4) ... 20.00 25.00
Single hologram card ... 6.00 7.00
Prism set (6) ... 22.00 - 30.00
Single prisms ... 4.00 6.00

WOLVERINE 1992
COMIC IMAGES (90)
Complete set ... 8.00 - 10.00
Single cards ... 0.10 0.15
Prism set (6) ... 35.00 40.00
Single prisms ... 6.00 – 9.00

WOLVERINE 2 1992
COMIC IMAGES (90)
Complete set ... 8.00 – 12.00
Single cards ... 0.15 – 0.20
Prism set (6) ... 45.00 – 50.00
Single prisms ... 9.00 – 10.00

X-FORCE 1991
COMIC IMAGES (90)
Complete set ... 15.00 - 20.00
Single cards ... 0.20 0.30

X-MEN 1991
COMIC IMAGES (45)
Complete set ... 18.00 - 20.00
Single cards ... 0.25 0.50

X-MEN 1992
IMPEL (100)
Complete set ... 20.00 25.00
Single cards ... 0.20 0.25
Hologram set (5) ... 35.00 - 45.00
Tin factory set ... 60.00 - 75.00
XH1 Wolverine ... 7.00 10.00
XH2 Cable ... 5.00 8.00
XH3 Gambit ... 4.00 - 6.00
XH4 Magneto ... 3.00 – 5.00
XH5 X-Man ... 6.00 – 10.00
Jim Lee signed card ... 100.00 – 150.00

X-MEN II 1993
SKYBOX (100)
Complete set ... 14.00 - 20.00
Single cards ... 0.15 - 0.20
Hologram set (3) ... 45.00 50.00
Single holograms ... 15.00 20.00
3D Wolverine card ... 35.00 - 45.00
Foil stamp singles ... 3.00 4.00
Foil stamp set (9) ... 20.00 - 25.00

X-MEN ULTRA 1993
FLEER (150)
Complete set ... 15.00 20.00
Single cards ... 0.15 0.20

YOUNGBLOOD 1992
COMIC IMAGES (90)
Complete set ... 8.00 - 10.00
Single cards ... 0.10 0.15
Prism set (6) ... 30.00 - 40.00
Prism cards ... 5.00 - 7.00

REFERENCE PAGE

a—art for story.
a (i)—inks for story.
a (p)—pencils for story.
Adapt—adaptation.
Ann—annual–a book published once a year.
App—appearance of.
Back-up story—story usually shorter than main story placed at back of comic to fill space.
Bi-monthly—a book published every two months.
Bi-weekly—a book published every two weeks.
B&W—black and white art.
Cameo—brief appearance of a character, usually one or two panels.
CCA—Comics Code Authority–committee set up in 1954 by the major publishers to set guidelines for acceptable comic contents. The appearance of the code on a comic proves it has passed these regulations.
Collector's Set—special edition comic usually bagged and including extra materials not found in regular editions.
D—Death of.
Die Cut Cover—special cover with a piece or pieces cut out and another illustration placed behind to give a 3–D effect.
Direct Market Issue—only available through specialty stores.
Error Issue—variant issue, not intended for release.
File Copy—a high grade comic originating from the publisher's file.
First App—First Appearance–first time a character appears anywhere.
Foil Cover—special cover using a raised colored foil to give a 3–D effect.
Gatefold Cover—fold out cover, usually two pages.
GA—Golden Age–The period in comics beginning 1938 and ending 1955.
Graphic Novel—full novel length comic story printed in one volume.
Hardcover—usually a graphic novel with two hard cardboard covers.
Hologram Cover—cover that looks 3–D because of the way light reflects off of it.
Indicia—(in-'dish-(e-) ə)–publishers title, issue number, date, copyright and general information statement usually located on inside of front cover, first page or inside back cover.
I—Introduction–same as first appearance.
JLA—Justice League of America.
JLE—Justice League Europe.
JLI—Justice League International.
JSA—Justice Society of America.
Large Size—comic book larger than regular or magazine size.
Limited—modern comics with print runs of more than 5,000 but less than 45,000.
Low Distribution—comic book not heavily circulated, either because of underordering or low print run.
Modern Age—the period in comics beginning 1970 and continuing today.
Newsstand Issue—version made for distribution to newsstands, bookstores, stationary stores, etc., usually contains UPC symbol in bottom left corner.
One-shot—when only one issue of a title is published.
O—origin–story detailing the beginning of a superhero's existence or the beginning of their powers.
2nd printing, 3rd printing, etc.—the process of printing an in demand comic a 2nd or 3rd etc. time after original print runs have sold out. Recently distinguished by variant covers, but not always. Multiple printing numbers are always listed in the indicia unless clearly marked on the cover.
Painted Cover—cover not done in usual pencil and ink style, but painted either by hand or airbrush.
Pin-Up—pull out poster of character or characters usually one or two pages and usually located in the center of comic.
Polybag—plastic bag used to protect a comic insert (i.e. cards, posters, etc.) from damage or loss during shipping and sale.
Pre-code—comics printed before 1954 CCA regulations.
Prestige Format—comic usually longer in page length than a regular comic, bound not with staples but with glue, giving a square bound effect. Always higher priced than regular comic.
Quarterly—book published four times per year or every three months.
R—Return of.
Rare—up to 50 copies estimated to exist.
Reintro—Reintroduction–the return of a character that had already existed.
Rep—Reprint–comic story printed again in another comic.
Revival—return of a character from the dead.
S&K—Simon and Kirby art.
S&S—Siegel and Shuster art.
Scarce—more than 50 copies but less than 200 copies estimated to exist.
Scripts—text adapted to comic dialogue.
SA—Silver Age–the period in comics beginning 1956 and ending 1969.
Softcover—a graphic novel or trade paperback printed with light cardboard covers.
Solo Story—story involving only one character's exploits.
Squarebound—comic book bound with glue, with a square spined cover.
TPB—Trade Paperback–squarebound book which usually reprints individual comics together into one volume.
Very Limited—more than 200 exist but less than 5,000 copies estimated to exist.
w/—with.
w/o—without.
x-over—crossover–the appearance of a character or characters in another character's story.

HOW TO USE OUR PRICE GRADING GUIDE

All prices listed are based on books in Near Mint condition, and are listed in a range in order to account for regional and other variations. Always remember that these prices are not absolute, but are only meant to reflect the dominant pricing for any given book on the market.

Mint—This is perfect condition as if the book just rolled off the presses or just left the newsstand. The colors are bright and lustrous, and interior pages are white. The book is flat with no folds or creases and the corners are square cut, sharp and complete. The spine is clean, tight and uncreased, and the paper is clean and soft. The cover is straight and firmly attached to the pages. Books in this condition generally sell for higher than guide prices. Books up to 1970 may be priced up to 200% guide price, while books after 1970 may be priced at 10%-50% above guide price.

Near Mint—This is nearly perfect condition, a mint book that has been read carefully. Colors are still bright, but may be somewhat faded. The book is flat with a tight, clean spine, but the corners may be slightly rounded. minor imperfections such as tiny impact fingerprint markings may be allowed, but the cover must be straight and secure. Near Mint comics generally sell for around the guide price.

Very Fine—This is a nice comic book that looks good There is very little color fading and interior pages are nearly white. Minor creases are permitted in binding that is otherwise flat and secure, and one small crease may be found elsewhere on the cover. The paper is strong, showing no signs of brittleness. Overall the book looks as if it has been read a few times, but is not damaged Books in this condition may sell for slightly less than guide, but generally for no less than 80% guide pricing.

Fine—This is a good looking book that shows some signs of wear and aging. The cover is flat and the binding tight, but there is some fading of color and minor creasing. There may be some wear along the spine. Interior pages are yellowing, but not brown, and the book, on the whole, is a better than average copy. Books in this condition may generally sell for 50% of guide pricing.

Very Good—This is a decent comic, with considerable wear and aging, but without any serious damage. The spine is complete but may exhibit rolling and heavy stress lines near the staples. The colors are significantly washed out and there are minor creases in the cover. Interior pages are still good, and show no browning. Some minor chips in the cover are permitted, and there may be minor cover stains. May contain cover or pages that are loose but attached. In this condition a comic may sell for as little as 30% of guide price.

Good—This is a complete comic book that shows serious signs of wear and aging The cover can be creased, stained and chipped, and colors faded and dull. Interior pages are not white but not completely brown and show no signs of brittleness, although there may be chips missing. This book is completely readable. Comics in good condition may sell for around 20% of guide price.

Fair—This is an extremely worn book that is still complete, although not held together tightly It is still readable, but may have major tape markings, pieces missing from the front and the back, long tears, browning pages and extensive spin roll. Books in fair condition are generally not considered collectible. Fair books are usually priced at approximately 10% of guide price.

Poor—This is a significantly damaged book. It may be missing large pieces or even the entire cover. pages are torn, stained, browned and brittle. Sever damage to the spine, such as hopeless spine roll or massive rust stains.

Always remember that these are dealer retail prices and are not absolute, but are only meant to reflect the dominant pricing for any given book on the market.

Also, when going to sell your comic books, please remember that most dealers will pay anywhere from 25-75% of the prices listed in this guide depending on supply and demand.

OMICS
JUNE 1938-PRESENT
1 O:/1st app

16 1st x-ray vision

ADVANCED DUNGEONS &
DRAGONS
DC COMICS
DEC 1988-DEC 1991
1 I: Onyx, Priam, Timoth,
Cybriana, Vajra, Luna.....5.00
2
9-12 Catspawn Quarter.....2.00
13-16 Spelligames storyline..2.00
.00
.500.00 600.00
39 1st mention of marijuan
in comics
40 (7/39) the Sandman
62-65
66 O:/1st app Shining
101, 102.....300.00 350.00
150, 151, 153, 155, 157 159,
163 Frank Frazetta.....275
152,154,156,158,160,162,

ADVENTURES OF CHRISSIE

.00
.00
.00
.00
.00
00
1.25
2.50
3.00
1.25
1.50
1.25
1.25
2.50
1.25
1.25
1.75
1.25
1 75
1.25
1.25
1.25
1.25
1.25
2.00
2.50
2.50
5.00
3.00
2.50
1.50
2.50
1.50
1.50
1 50

Annual 3 Armageddon 20012.00
.2.50
.2.50
2..... 150.00 175.00
100.00
50 00
25 00

OVENTURES OF THE JAGUAR

110.00
50.00
35.00
25.00

app....2.50 3.00
Annual 7....2.50 3.00
Annual 8 Polybagged wicard3.00 4.00

X-FORCE
MARVEL COMICS
AUG 1991-PRESENT
1 with X-Force team card....3.00 6.00
1a Shatterstar card....2.50 4.50
1b Sunspot/Gideon card....2.50 4.50
1c Deadpool card....2.50 4.50
1d Cable card....4.50 7.00
1e 2nd printing....1.50 2.00
2 1st app new Weapon X....2.00 3.50
3....2.00 3.00
4 Spider-Man x-over....3.00 4.00
5-7....1.50 2.00
8 Partial Cable o:....2.00 3.00
9 D: Sauron & Masque....1.50 2.50
10-15....1.25 1.50
16 X-Cutioners Song pt. 4....3.00 5.00
17 X-Cutioners Song pt. 8....3.00 5.00
18 X-Cutioners Song pt 12...3.00 5.00
19-24....1.25 1.50
25 Hologram cover Cable app....4.50 5.50
26-31....1.25 1.50
32 New Warriors x-over pt. 1....1.25 1.50
33 New Warrior x-over pt. 3....1.25 1.50
Annual 1....2.25 2.50
Annual 2....2.95 3.50

X-MEN
MARVEL COMICS
SEPT 1963-PRESENT
1 O: and 1st app X-Men/ Magneto....2,800.00 3,000.00
2 1st app Vanisher,....1,000.00 1,400.00
3 1st app Blob....500.00 600.00
4 1st app Evil Mutants, Quick Silver, Scarlet Witch....425.00 500.00
5....350.00 400.00
6....250.00 300.00
7-10....200.00 240.00
11 1st app Stranger....150.00 180.00
12 1st app Juggernaut/O: Prof. X....165.00 190.00
13 Juggernaut app....140.00 160.00
14 I: Sentinels....140.00 160.00
15, 16....140.00 150.00
17-20....90.00 110.00
21-27, 29, 30....65.00 75.00
28 1st app Banshee....70.00 80.00
31-34, 36-40....40.00 55.00
35 Spider-Man app....80.00 90.00
41-48....40.00 48.00
49 1st app Polaris....42.00 50.00
50, 51....42.00 50.00
52....35.00 42.00
53 Barry Smith's 1st comic art....60.00 70.00
54 1st app Havok....55.00 60.00
55 O: Havok....40.00 44.00
56-59....40.00 50.00
60 1st app Sauron....45.00 55.00
61-65; 64: 1st app Sunfire..40.00 50.00
66....28.00 35.00
67-93 Reprints X-men 12-45....20.00 30.00
94 New X-Men begins....130.00 175.00-
95 D: Thunderbird....55.00 65.00
96....50.00 60.00
97 1st app Lilandra....40.00 45.00
98-101....45.00 50.00
102 O: of Storm....22.00 28.00
103-107; 104: 1st app Star Jammers....18.00 24.00
108 Cameo Fantastic Four/ Avengers....30.00 40.00
109 1st app Vindicator....30.00 40.00
110-116....15.00 20.00
117 1st app Shadow King..18.00 24.00
118 Cameo Iron Fist/1st app Mariko....18.00 22.00
119....16.00 20.00
120 1st app Alpha Flight....30.00 38.00
121 X-Men vs Alpha Flight.30.00 38.00
122-128; 126 1st app Proteus....12.00 15.00
129 1st app Shadow Cat, White Queen....20.00 25.00
130 1st app Dazzler....12.00 17.00
131-133; 132: I: Hellfire....14.00 17.00
134 1st app Dark Phoenix..12.00 15.00
135-138....12.00 15.00
139-141....16.00 20.00
BECOMES UNCANNY X-MEN
142....15.00 18.00
143....8.00 8.00
144-150 148 1st app Caliban5.00 7.00
151-157, 159-161; 155: 1st app Brood....3.50 5.00
158 vs Rogue....5.00 7.00
162....8.00 8.00
163-167; 164: 1st app Binary; 166: 1st app Lockheed....4.00 6.00
168 I: Madelyne Pryor....4.00 5.00
169 I: Morlocks....5.00 7.00
170....3.00 5.00
171, 172....5.00 8.00
173, 180....3.00 4.00
174-179....4.00 5.00
181-183, 185....2.00 3.00
184 1st app Forge....5.00 6.00
186-191....2.50 4.00
192 vs Magus....3.00 5.00
193 1st app Firestar & Warpath....6.00 8.00
194-198....2.50 4.00
199 1st app Freedom Force 3.00 5.00
200 I: Fenris....6.00 10.00
201 1st app Nathan Christopher (Cable?)....15.00 25.00
202-204, 206-209....4.00 6.00
205 Lady Deathstrike app..10.00 15.00
210, 211 Mutant Massacre 12.00 16.00
212 vs Sabretooth....20.00 30.00
213 vs Sabretooth....18.00 30.00
214-218, 220....3.00 4.00
219,221-221: 1st app Mr Sinister....5.00 7.00
222 Sabretooth app....8.00 15.00
223, 224, 228, 230-239....2.00 3.50
225-227....5.00 8.00
229 1st app Reavers & GateWay....4.00 5.00
240-243....3.00 5.00
244: 1st app Jubilee....8.00 10.00
245 Rob Liefeld's 2nd Marvel art....4.00 5.00
246....2.00 3.50
247....4.00 6.00
248 1st Jim Lee X-Men art.18.00 24.00
248a 2nd printing....1.25 1.50
249-255....3.00 4.50
256 Psylocke app....6.00 10.00
257....9.00 11.00
258....9.00 11.00
259-265....4.00 6.00
266 1st app Gambit....25.00 35.00
267....6.00 10.00
268 Wolverine, Capt. America app....15.00 18.00
269....6.00 9.00
270 X-tinction agenda pt 1....8.00 12.00
270a 2nd printing....3.00 4.00
271, 272 X-tinction agenda pt 4 & 7....7.00 10.00
273....6.00 8.00
274....3.00 5.00
275 Gatefold cover....7.00 10.00
275a Gatefold cover....7.00 10.00
276, 277....4.00 6.00
278-280....2.50 4.00
281 New X-Men Team....3.00 6.00
281a 2nd printing....1.25 2.00
282 1st app Bishop (cameo)5.00 7.00
282a 2nd printing....1.25 2.00
283 Bishop's 1st full story....5.00 7.00
284-286....1.50 2.00
287 O: Bishop....2.00 3.00
288-292....1.50 2.00
293....1.50 2.00
294 X-Cutioners Song pt. 1..4.00 5.00
295 X-Cutioners Song pt. 5..4.00 5.00
296 X-Cutioners Song pt 9...3.00 5.00
297-299....1.25 2.00
300 Prism cover....4.00 5.00
301-303....1.25 1.50
304 Hologram cover....3.95 4.50
305-307....1.25 1.50
308 Jean Grey proposes....2.00 3.00
309....1.50 1.75
310 Madelyne Pryor app...2.00 3.00+
311 Sunfire app....1.25 1.50
Annual 1....35.00 45.00
Annual 2....20.00 30.00
Annual 3....12.00 15.00
Annual 4-6, 9, 10....7.00 10.00
Annual 7, 8....4.00 6.00
Annual 11, 12....3.00 5.00
Annual 13....2.50 3.00
Annual 14 Gambit app....8.00 10.00
Annual 15, 16....2.25 2.50
Annual 17....2.50 3.00
Giant Size 1 1st app New X-Men 185.00 210.00
Giant Size 2....20.00 30.00

X-MEN (2ND SERIES)
MARVEL COMICS
OCT 1991-PRESENT
1a-d Four different covers....1.50 2.50
1e Double gatefold cover....4.00 5.00
2....3.00 4.00+
3 D: Magneto....3.00 4.00+
4 1st app Omega Red....6.00 9.00
5....5.00 6.00
6, 7 Sabretooth app....5.00 6.00
14, 15 X-Cutioners Song, pt. 3 &7....3.00 5.00
16 X-Cutioners Song pt 11...3.00 4.00
17-24....1.50 2.00+
25 30th Anniversary issue hologram cover....4.00 5.00
26-29....1.50 1.75+
30 Jean Grey & Scott Summers wedding....2.00 3.00+
31 Psylocke story....1.25 1.50
Annual 1 1st app Mojo II....2.25 2.50
Annual 2 I:: Empyrean....2.95 3.50
Annual 3....2.95 3.25

X-MEN ADVENTURES
MARVEL COMICS
SEPT 1992-NOV 1993
1 T.V. animation series adapt....1.50 2.00
2-15....1.25 1.75

X-MEN ADVENTURES SEASON II
MARVEL COMICS
1-3....1.25 1.50

X-MEN/ALPHA FLIGHT
MARVEL COMICS
JAN 1986-FEB 1986
1-3....2.00 4.00

X-MEN, CLASSIC
MARVEL COMICS
SEPT 1986–MARCH 1990
1....5.00 8.00
2-9....3.00 4.00
10....4.00 6.00
11-20....2.00 3.00
21-38, 40-45;....1.50 2.00
39 Jim Lee backup story....4.00 6.00
BECOMES X-MEN CLASSIC

X-MEN CLASSIC
MARVEL COMICS
APRIL 1990-PRESENT
46-78....1.50 1.75
79-94....1.25 1.50

X-MEN: THE MANY LOVES OF JEAN AND SCOTT
MARVEL COMICS
1....2.95 3.25

X-MEN/MICRONAUTS
MARVEL COMICS
JAN 1984-APRIL 1984
1-4....1.50 2.50

X-MEN SPOTLIGHT ON ... STARJAMMERS
MARVEL COMICS
1990
1-2 App. Prof X....4.50 5.50

X-MEN AT THE STATE FAIR
MARVEL COMICS
1 one shot....60.00 70.00

X-MEN UNLIMITED
MARVEL COMICS
1....4.00 5.00
2, 3....4.00 5.00
4....3.95 4.25

X-MEN 2099
MARVEL COMICS
1....3.00 5.00
1a Gold edition....16.00 25.00
2-4....2.00 3.00
5-7....1.25 1.50

X-MEN VS AVENGERS
MARVEL COMICS
APRIL 1987-JULY 1987
1-4....1.50 3.00

X-O MANOWAR
VALIANT
0 Quesada chromium cover 4.00 5.00
0a Gold logo....40.00 50.00
1 I: Aric....30.00 35.00
2....22.00 28.00
3 I: X-Caliber, Solar app....20.00 25.00
4 1st app Shadowman....37.00 42.00
5....15.00 20.00
6....14.00 18.00
7 Unity chapter; 1st app new Rai....10.00 12.00
8 Unity chapter....7.00 9.00
9-11....5.00 7.00
12 1st Randy Carter....5.00 8.00
13 Solar app....3.00 4.00

14 Pt: Turok....8.00 8.00
15....3.00 3.50
16-19....2.50 3.00
20-24....2.25 2.50
25 W/Armorines #0....4.00 5.00
26....2.25 2.50
27 Turok app....2.25 2.50

XOMBI
DC COMICS (MILESTONE)
0 Shadow War....1.95 2.25

X-TERMINATORS
MARVEL COMICS
OCT 1988-JAN 1989
1-4....1.50 2.00

Y

YOUNG ALLIES COMICS
MARVEL COMICS
SUMMER 1941-OCT 1946
1 O: & 1st app. the Young Allies; 1st meeting Capt. Amer & Human Torch; Red Skull app....2,700.00 3,300.00
2 Capt. Amer & Human Torch app....800.00 900.00
3 Fathertime app....625.00 750.00
4 The Vagabond & Red Skull, Capt. Amer, Human Torch app....650.00 750.00
5 Capt Amer. & Human Torch app....325.00 425.00
6-10....250.00 350.00
11-20....200.00 300.00

YOUNGBLOOD
IMAGE COMICS
MAY 1992-PRESENT
0 w/coupon....4.00 5.00
1 I: YoungBlood....8.00 10.00
1a Reprint....2.00 3.00
2 I: Shadowhawk, Prophet....8.00 10.00
3 I: Brigade....4.00 6.00
4 I: Pitt....3.00 5.00
5....2.00 3.00

YOUNGBLOOD BATTLEZONE
IMAGE COMICS
1....2.00 3.00

YOUNGBLOOD STRIKEFILE
IMAGE COMICS
1-4....2.50 3.00

YOUNG INDIANA JONES CHRONICLES
DARK HORSE COMICS
1....3.00 4.00
2-12....2.50 3.00

YOUNG ZEN INTERGALACTIC NINJA
ENTITY COMICS
1 polybagged w/ chromium card....3.50 3.75
2,3....2.95 3.25

Z

ZEN, INTERGALACTIC NINJA VOLUME 1
ZEN COMICS
1 1st app Zen....175.00 250.00
2....75.00 100.00
3....50.00 75.00
4....75.00 100.00
5....40.00 60.00
6....35.00 45.00

ZEN, INTERGALACTIC NINJA VOLUME 2
ZEN COMICS
1....15.00 30.00
2....10.00 20.00
3....10.00 15.00
4....10.00 15.00

ZEN, INTERGALACTIC NINJA VOLUME 3
ZEN COMICS
1-6....1.75 2.00
Christmas special 1....3.00 4.00
Earth Day Annual #1 and only....3.00 4.00

ZEN, INTERGALACTIC NINJA (MINI SERIES)
ARCHIE COMICS
1-3....1.25 1.75

ZEN, INTERGALACTIC NINJA
ARCHIE COMICS
1-5....1.25 1.50

ZEN, INTERGALACTIC NINJA
ENTITY COMICS
0....3.00 5.00
0a Limited Edition, 3,000 copies....25.00 30.00
1, 2....3.00 4.00
3....2.95 3.25

ZEN INTERGALACTIC NINJA (COLOR)
0 Jae Lee chromium cover ..3.50 5.00

ZEN INTERGALACTIC NINJA: THE HUNTED
ENTITY COMICS
1 polybagged w/ chromium card....3.50 3.75
1a Newsstand....2.95 3.00
2,3....2.95 3.25

ZEN, INTERGALACTIC NINJA SOURCEBOOK
ENTITY COMICS
1....3.50 4.00

ZOMBIE WAR: EARTH MUST BE DESTROYED
FANTACO
1-4....2.95 3.00

ZWANNA, SON OF ZULU
ANIA
1....1.95 2.00

FOR UP-TO-THE-MINUTE COMIC NEWS & PRICE TRENDS CALL 900-420-1122 / ONLY 99 CENTS PER MINUTE

CBC Convention Calendar

MAY 1994

ALBERTA (CANADA)

May 27,28,29, CALGARY, Eau Clarke Market, 2nd Ave. and 2nd St. S.W.. 10am-9pm, Noon-5pm. T:40, F: $99, A: Free, Larry

Silver Bullet Promotions, 1 800- 465- 8074.

CALIFORNIA

May 4, 11, 18, 25, RIVERSIDE, 91 Fwy, exit McKinley, Rgt on McKinley, left on Sampson, 12321 Sampson Ave, Unit R, 5pm-10pm, T: 40, F:$20, A: Free, Contact: Don Hughes 909-780-4555.

May 6 & 20, MORENO VALLEY, Best Western, Image Suite, 60 to Perris Blvd, Perris Blvd. to Elder, left on Elder, 24840 Elder Ave., 5pm-10pm, T: 20, F: $15., A: Free, Contact: Don Hughes 909-780-4555.

May 5, 19, VICTORVILLE, Green Tree Inn, 15 to Palm Dale Exit, Palm Dale to Green Tree Blvd., Right on Green Tree Blvd. 14173 Green Tree Blvd. 5pm-10pm, T: 15, F: $20, A: Free, Contact: Don Hughes 909-780-4555.

May 7-8,14-15,21-22,29-29, RIVERSIDE, 10am-5pm, 91 Fwy, exit McKinley, Rgt on McKinley, left on Sampson, 12321 Sampson Ave, Unit R, T: 40, F: $20, A: Free, contact: Don Hughes 909-780-4555.

May 13, 27, HEMLET, Quality Inn, 800 W. Florida (W.Florida is also HWY. 74) 5pm-10pm, T: 15, F: $15., A: Free, Contact: Don Hughes 909-780-4555.

MINNESOTA

May 7, 8, DULUTH, 9am-5pm Sat. 10am-4:30 Sun, T: 45, F: $65, Kevin Bergson 701-235-4329.

May 22, Brainerd, Holiday Inn, Hwy. 371 S, 9am-4:30pm Sat. 10am-4:30 Sun, T: 24, F: $35, Kevin Bergson 701-235-4329.

MISSOURI

May 15, SPRINGFIELD, Sheraton Inn, 3333 S. Glenstone (2 blks S. of Battlefield Mall) T: 30, F: $35, A: $1., 10am-4pm, Con: Ben Cohen 417-889-2529.

NEW JERSEY

May 21, HILLSBOROUGH, Hillsborough Fire Co. #2, 375 Rt 206, 10am to 4pm, T: 50, F: $43., A: $1.25, Contact: Tony Grimando 908-968-3886.

May 22, SPRINGFIELD, Holiday Inn, 304 U.S. Route 22 W.10am to 4pm, T: 53, F: $50/$65., A: $1.50, Contact: Tony Grimando 908-968-3886.

NEW YORK

May 14, NYC, The Omni Park Central Hotel, 870 7th Ave., between 55th & 56th Streets. 10am - 5pm. T: 125, A: $2.00. Contact: Rick Neuhoff 212-581-4884.

May 27-29, WHITE PLAINS, Westchester Co Cntr, Bx. River Pkwy. & Central Ave. T:285, F: $325, A: $5, Con: Dean Rothstein 914-782 SHOW.

N. DAKOTA

May 14, 15, FARGO, Holiday Inn at 13th Ave S & I-29, 9am- 5pm Sat. 10am-4:30 Sun, T: 42, F: $55, Kevin Bergson 701-235-4329.

OHIO

May 22, COLUMBUS, 10am-4pm, Aladdin Shrine Temple exit 32 off I-270, NE, T: 410, F: $35, A: $4/$2, Toys & Comics, Con: Kathy Crispin 412-539-8821.

PENNSYLVANIA

May 6-8, POTTSVILLE, comic books, Fairlane Village Mall, 4 miles. S. of I81, exit 36, Rte 61, T: 35, F: $40, A: free, Con: Brett A. Reed, 717-682-9669.

May 20-22, Ft. Washington Expo Center, 1100 Virginia Dr. (PA. Tnpk exit 26)Fri. 7pm-10pm, Sat. 9am-5pm, Sun. 9am- 4pm, A: $4, Con: Bob Schmierer, 215-643-0910.

RHODE ISLAND

May 6, PROVIDENCE, Holiday Inn, Atwell Ave at I-95 10am- 4pm, non-sport T:40, F: $40, A: $1.50, Con: Bob Anatone 401-728-8577.

May 19, WOONSOCKET, Elks Hall, 380 Social St., 6pm-10pm, F: $25, A: $1., Con: Bill Bryda 401-765-0934.

ADVERTISING DEADLINE

For Ad Rates and other advertising information send inquires to: Comic Book Collector, Advertising Dept., 155 E.Ames Ct., Plainview, NY 11803 or call (516) 349-9494 or Fax (516) 349-9516. Camera-ready copy or copy to be set MUST arrive by ad deadline with payment. The next advertising deadlines are:

Cover Date	Ad Deadline	On Sale
Sept 1994	May 31	Aug 2
Oct 1994	July 5	Sept 6

ADVERTISING INDEX

A	American Collectibles	13
	American Entertainment	92
	Archie Comics	23
B	Bill Cole Enterprises	3
C	Cardz Distribution	39, 53
	Capital City Distribution	33
	Comic Treasures	50
D	Dagger Comics	7
	DC Comics	37
F	Fleer Corp.	2, 48, 91
I	Image Comics	47
K	Key Comics	51
M	Marvel Comics	21
	Marvel Comic Specialists	9
	Malibu Comics	18
N	Nevens, Jeffrey	9
	New England Comics	36
	New Graphic/New Issue Express	29
R	Rebel Studios	5
T	Tri-State Comic Books	29
U	Universal Collectibles Inc.	50
W	Wonder Comix	50
	World of Fantasy	50

Retailers:
The winning lottery number this month is
5,668.
Check here next month for the second winning number.

CLASSIFICATIONS

Dark Horse
110.....ForSale
115.....Wanted
DC Comics
210.....For Sale
215.....Wanted
Image Comics
310.....For Sale
315.....Wanted
Marvel Comics
410.....For Sale
415.....Wanted
Malibu Comics
510.....For Sale
515.....Wanted
Valiant Comics
610.....For Sale
615.....Wanted
Independent Comics
710.....For Sale
715.....Wanted
Golden Age
810.....For Sale
815.....Wanted
Silver Age
910.....For Sale
915.....Wanted
Original Art
1010.....For Sale
1015.....Wanted
Comic Cards
1110.....For Sale
1115.....Wanted
Announcements
1210.....ForSale
1215.....Wanted
Miscellaneous
1310.....For Sale
1315.....Wanted
Toys & Novelties
1410.....For Sale
1415.....Wanted

CLASSIFIED ORDER FORM

Number of words: _____
Number of Issues: _____
First ad to appear in the _____ issue.
Total Amount Enclosed: $ _____

Rate: 30¢ Per Word • $6.00 Minimum Charge

The first line of all classifieds will be set in bold face. Street address counts as 1 word. Zip counts as 1 word. Example of word count:

John Doe 990 Grove St. Evanston, IL 60201-4370 (708) 491-6440
1 1 1 1 1 1 1

- Please print or type your copy.
- Illegible copy will be returned.
- Not responsible for key changes.
- For errors made in copy, liability is limited to space occupied by ad.
- Ads will be placed under classification specified on order form.
- If no classification is specified, one will be selected.
- Telephone orders will not be accepted.
- Payment must accompany all orders.
- No agency commission allowed.

For our records, all orders must include name,*STREET* address and phone number.

Name _____
_____
Street Address _____
_____
City _____
State _____
Zip _____
Telephone ( ) _____

PRINT YOUR AD HERE
Classification: _____

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40

Mail orders to:
Comic Book Collector
Classified Ad Department
990 Grove St., Evanston, IL 60201-4370

IMPORTANT: PAYMENT MUST BE ENCLOSED WITH EVERY ORDER.

CLASSIFIEDS

410 MARVEL COMICS FOR SALE

OLD MARVEL COMICS (1961-1980) for sale. Every issue starting with F.F. #1 is available in nine different conditions ranging from Good to Near Mint. Giant catalogue $1. Marvel Comics Specialist, 4732 Circle Road. Montreal, Canada. (514) 481-2830.

120 COMICS FOR ONLY $20.00. Grab bag special. Many hot books, titles. Specify Marvel, D.C., or mixed bag. Send $20.00 ppd, to: Collectors Warehouse, PO Box 1188, Newport, RI 02814.

SELLING MY X-MEN COLLECTION. Call for price and issues. Shaun Grant Box 83, Royal, IL 61871. (217) 583-3178.

COMIC COLLECTION FOR SALE. Approx. 1500 Marvel, DC, B&W, Some Golden Age. Most 1960's, 70's & 80's . Avengers #1, 1st App Wolverine, X-Men, DareDevil, Many more. Must sell. For complete list send $3 to Joel Lederhouse, 1214 Peach Tree CT., West Bend, WI 53095.

1010 ORIGINAL ART FOR SALE

WRITE OR CALL FOR your free Catalogue of animation and Comic Art featuring Superheros, Animae, Heavy Metal, Trek, Disney, Hanna Barbera, and much more! Art-Toons P.O. Box 600, Northfield, OH 44067. (216) 468-2655.

1110 COMIC CARDS FOR SALE

25 COMIC CARDS MIXED brands; good mix while supply lasts. Send $3.50 check or money order to: Lynn's Cards, 442 Broad St., Batesville, AR 72501.

1210 ANNOUNCEMENTS

BACK ISSUES. 50% OFF Guide. DC, Image, Marvel, Valiant. Free price list. Jay's Sales, 452 Little Dunham Dr., Heber Springs, AR 72543.

1310 MISCELLANEOUS FOR SALE

FREE LIST OF MARVEL, DC, Independents for sale. Many below $1.00 Discounts for large orders. Send Name, Address to: Steve Tafuni P.O. Box 645, Edison, NJ 08818-0645.

OVER 300,000 COMICS IN stock! Key Silver and Bronze Age, Horror Army, Esoteric, Adult, Marvel, DC and Independent comics. Send $1.00 for our 28-page catalog: High-Quality Comics, 1106 2nd St., Suite #110, Encinitas, CA 92024. (619) 723-7269.

1415 TOYS & NOVELTIES WANTED

WANTED: 1960'S MATTEL THINGMAKER sets "Creepy Crawlers" And/or accessories. Also Mattel Strange Change Machine. Pay cash or will trade from my toy, card, comic collection. Call Ken (708) 301-3586. Lockport Illinois.

AND NOW, A PREPARED STATEMENT FROM BEAVIS AND BUTT-HEAD TO CARD LOVERS EVERYWHERE:

INTRODUCING BEAVIS AND BUTT-HEAD TRADING CARDS!

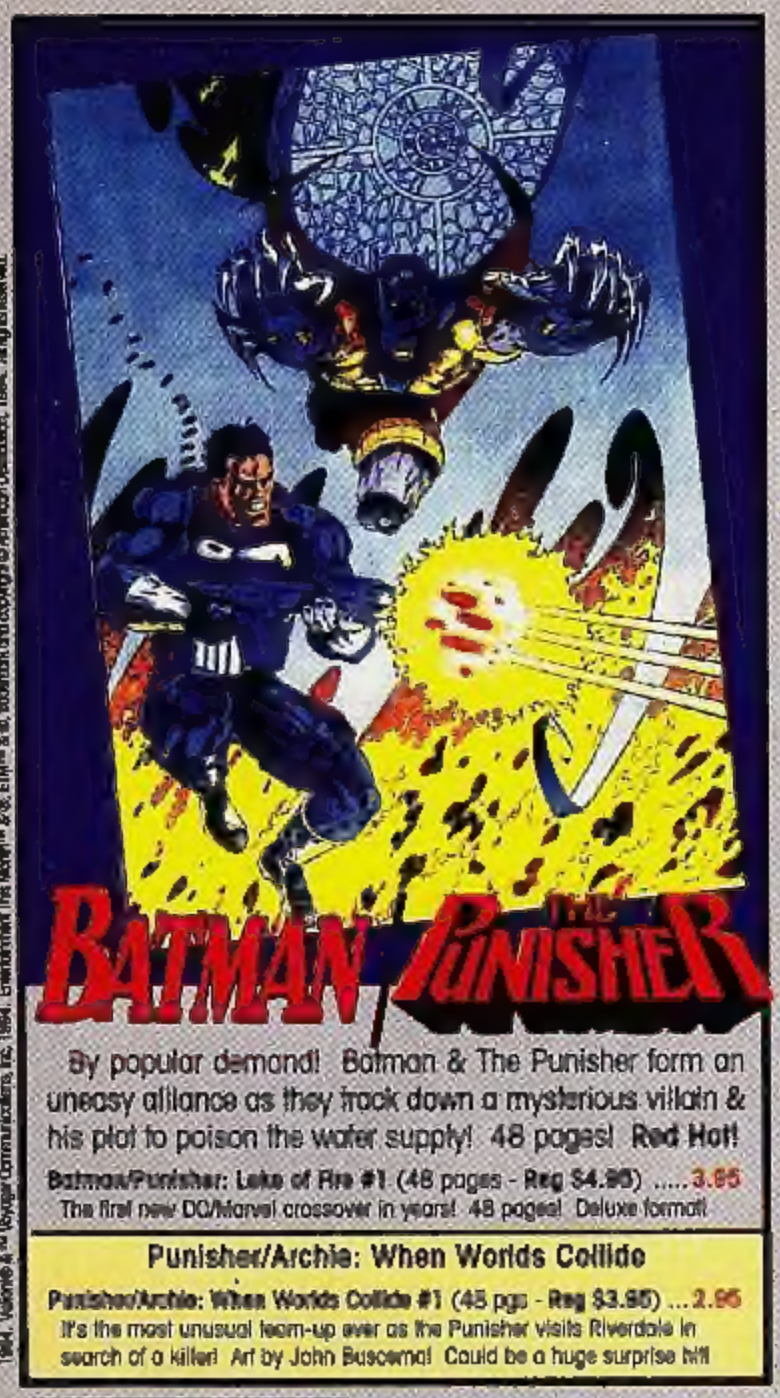
150 CARDS FEATURING ARTWORK CREATED FROM ACTUAL SERIES ANIMATION CELLS WITH ADDITIONAL NEW ART AND TEXT.

Presented by Fleer

TM & © 1994 MTV Networks, a division of Viacom International Inc. All Rights Reserved.

© 1994 Fleer Corp., Mt. Laurel, NJ 08054

Order by June 2nd and Get a FREE Batman/Punisher Poster!



By popular demand! Batman & The Punisher form an uneasy alliance as they track down a mysterious villain & his plot to poison the water supply! 48 pages! **Red Hot!**

Batman/Punisher: Lake of Fire #1 (48 pages - **Reg $4.95**) **3.95**
The first new DC/Marvel crossover in years! 48 pages! Deluxe format!

Punisher/Archie: When Worlds Collide

Punisher/Archie: When Worlds Collide #1 (48 pgs - **Reg $3.95**) ...**2.95**
It's the most unusual team-up ever as the Punisher visits Riverdale in search of a killer! Art by John Buscema! Could be a huge surprise hit!

Batman™ Punisher™ Batmanow™ & Killer™ & © 1994, DC Comics. Spawn™ Copyright & Todd McFarlane Productions, 1994. Valiant & the Voyager Communications, Inc. 1994. Entertainment This Month™ & ®, trademark and copyright © Armacon Distribution, 1994. All rights reserved.

BATMAN

Batman/Punisher 1 4.95/**3.95**
Batman & The Punisher form an uneasy alliance! 48 pgs!

Batman: KnightsEnd

Batman 510 ..... 1.50/**1.25**
Detective 677 ..... 1.50/**1.25**
Leg Dark Knight 63 1.75/**1.50**
Shadow of Bat 30 .. 1.95/**1.75**
The gripping finale of KnightsEnd!

DC Master Series I (Pack) **1.50**
DC Master Series I (Box) **49.95**
New fully painted 90 card series in the tradition of Marvel Masterpieces! Sealed box contains 36 packs(216 cards)! Looks great!

VIOLATOR

Spawn's hideous arch-nemesis gets his own series! Hot!

Violator 1,2 (New!) . 1.95/**1.75**
By Alan Moore & Bart Sears!

image

In an industry first, Image literally jumps years ahead to reveal the shocking future!

Similar to **Rot #0**, these issues will be red hot!

Bloodstrike 25 ..... 1.95/**1.75**
New line-up with Photon & Combat!
Brigade 25,26 ..... 1.95/**1.75**
Battlestone now leads Youngblood against his former teammates!
Stormwatch 25 ..... 2.50/**1.95**
Spartan is now the new leader!
Supreme 25 ..... 1.95/**1.75**
Reveals Supreme as the deadliest threat of the universe!

SPIDER-MAN

With a new animated series this fall, these new Spidey series are a "can't miss"!

Arnex 1 (Spidey) ... 1.75/**1.50**
Introduces Marvel's newest hero!
Arachnis Project 1 .. 1.75/**1.50**
Spidey discovers a conspiracy in this great new 6-issue series!
Black Cat 1,2 ..... 1.50/**1.25**
The Black Cat gets her own series!
Web of Doom 1 ..... 1.75/**1.50**
Spidey is framed for murder in this great new 3-issue thriller!
Venom: Vengeance 1 2.95/**2.50**
Venom & Vengeance form an uneasy alliance! Glossy paper!

MARVEL

These hot new Marvel projects look excellent! Don't miss out!

Alice Cooper 1 ..... 4.95/**3.95**
A tale of music & mysticism by Neil Gaiman of Sandman!
Blade 1 (Foil cover) 2.95/**2.50**
Blade confronts Dracula in this all new vampire infested series!
Blaze 1 (Foil cover) 2.95/**2.50**
The original Ghost Rider gets his own new monthly series!
Iron Man 2020 #1 . 5.95/**4.95**
Excellent new 64 page story by Walt Simonson & Bob Wiacek!
Machine Man 2020 #1 $2/**1.75**
It's techno terror by Tom DeFalco & Barry Windsor-Smith! 48 pgs!
Marvels #0(Painted) 2.95/**2.50**
Contains a new painted story by Alex Ross plus sketches & more!
Marvel 1994 Swimsuit $5/**3.50**
All new! The hottest babes by Marvel's hottest artists! 48 pgs!
Punisher/Archie 1 ... 3.95/**2.95**
The Punisher meets Archie in the most unusual crossover ever!

Flair Marvel Universe Cards Series I (Fleer - Per Pack) **4.00**
Flair Marvel Universe Cards Series I (Fleer - Sealed Box) **89.95**
Strictly limited, super-premium 150 card series by the industry's top comic artists! Sealed box contains 24 packs (240 cards)!

VALIANT

Similar to Unity, the 17-part "Chaos Effect" will be red hot!

★ Beta Set (Part 1-4) 9.75/**7.95**
Includes Shadowman #29, Turok #16 Dr. Mirage #11, Secrets of Valiant #2!
★ Gamma Set (Part 5-8) . 9.50/**7.95**
Includes Bloodshot #20, Ninjak #8 Secret Weapons #13, Eternal Warrior #26!
★ Delta Set (Part 9-12) . 9.25/**7.95**
Includes Harbinger #34, Armorines #5 X-O Manowar #33, Hard CORPS #23!
★ Epsilon Set (Pt 13-16) . 9.00/**7.95**
Includes Solar #33, Starwatchers #3 Rai #26, Magnus Robot Fighter #41!
Omega #1 (Part 17) 2.25/**1.75**
The finale! By Bob Layton & Jerry Ordway!
★ Chaos Set (Pt 1-17) . 39.75/**24.95**
Save money! Contains all 17 issues plus a free Chaos Effect: Alpha #0!

X-MEN

Cable 14(D'Spayre) . 2.00/**1.75**
Deadpool 1 (New!) .. 2.50/**1.95**
Marvel's most popular mercenary begins a gripping new series!
Uncanny X-Men 315 1.50/**1.25**
Colossus escapes from Acolytes!
Wolverine 84 ..... 2.00/**1.75**
Great new story! Adam Kubert art!
Wolverine/Typhoid Mary $7/**5.95**
Sparks fly as Wolverine tracks down Typhoid Mary! 64 pgs!
X-Factor 105 ..... 1.50/**1.25**
A major X-Men villain dies!
X-Force 37 (Nimrod) . 1.50/**1.25**
It's the return of Nimrod!
X-Men 35 ..... 1.50/**1.25**
New story! Andy Kubert artwork!
X-Men 2099 #11 .... 1.50/**1.25**

ETM® Top 10 Picks!

Reg./ Sale

1. **Batman/Punisher #1** (48 pgs) .. 4.95/**3.95**
   Batman & the Punisher form an uneasy alliance!
2. **DC Master Series I Cards** (Per Pack) ...**1.50**
   DC Master Series I Cards(Sealed Box) **49.95**
   Fully painted, super-deluxe 90 card series in the tradition of Marvel Masterpieces! Looks great!
3. **Judge Dredd #1 (New Series!)** .. 1.95/**1.75**
   All new monthly series! Could be a huge hit!
4. **Marvel Universe Series I** (Flair - Pack) **4.00**
   Marvel Universe I (Flair - Sealed Box) **89.95**
   Hot new 150 card super-premium series from Fleer! Sealed box contains 24 packs (240 cards)!
5. **Marvel 1994 Swimsuit Special** $5/**3.50**
   The hottest babes by the hottest Marvel artists!
6. **Punisher/Archie #1** (48 pgs) 3.95/**2.95**
   The most unusual team-up ever as the Punisher visits Riverdale! John Buscema art! Die cut cover!
7. **Superman: Lois & Clark Trade** $10/**7.95**
   Huge 192 pg trade featuring the best Lois & Clark stories by John Byrne, Jerry Ordway & more!
8. **Valiant Files Series I** (Pack) **1.50**
   Valiant Files Series I (Box)..... **39.95**
   All new original artwork! All new 120 card series!
9. **Violator #1,2 (All new!)** 1.95/**1.75**
   Spawn's arch-nemesis gets his own series! A riveting story by Alan Moore & Bart Sears!
10. **Wolverine/Typhoid Mary Trade** ... $7/**5.95**
    Sparks fly as Wolvie encounters Typhoid Mary!

BEST-SELLERS

Reg. / Sale

Batman Death in the Family $5/ **3.95**
Batman Killing Joke (Bolland) .. $4/ **3.50**
Batman Knightfall Vol 1 or 2 .. $13/ **9.95**
Batman Sword of Azrael $10/ **7.95**
Batman Ten Nights of Beast $6/ **4.95**
A great 96 page story by Jim Starlin!
Batman vs. Predator Trade $8/ **4.95**
Beavis & Butt-Head Trade $13/ **9.95**
Contains issues #1-4 plus new art!
Death of Superman Trade $5/ **3.95**
Green Lantern Emerald Twilight .. $6/ **4.95**
Contains the entire 3-pt story! 80 pgs!
Hulk: Imperfect Future(New!) $13/ **9.95**
Marvel 1994 Swimsuit Special $5/ **3.50**
The hottest babes by the hottest artists!
Overstreet 1994 Price Guide . $15/**12.95**
Spider-Man Alien Costume $13/ **9.95**
Spider-Man Trade(issue #1-5) $13/ **9.95**
Spidey vs. Venom(McFarlane) $13/ **9.95**
Superman: Lois & Clark $10/ **7.95**
All new! The best stories! 192 pgs!
Superman Returns Trade $15/**11.95**
Superman World Without .. $7.50/ **5.95**
Wolverine Trade (Miller) $10/ **7.95**
Wolverine vs. Typhoid Mary .. $7/ **5.95**
Wolvie battles Typhoid Mary! 96 pgs!
X-Men Adventures Vol 1 or 2 . $5/ **3.95**
X-Men Dark Phoenix Saga .. $13/**10.95**
X-Men From The Ashes $17/**14.95**
X-Men X-Tinction Trade $25/**19.95**

DC COMICS

Reg./Sale

Aquaman 1 (All new!) 1.50/**1.25**
Batman/Punisher #1 ..... 4.95/**3.95**
Judge Dredd 1 (New!) 1.95/**1.75**
Superman 92(Don Jurgens) 1.50/**1.25**
Vamps 1 (Vertigo - New!) . 1.95/**1.75**

BATMAN: KNIGHTSEND

Batman 510(KnightsEnd) . 1.50/**1.25**
Detective 677 (KnightsEnd) 1.50/**1.25**
Legends Dark Knight 63 .... 1.75/**1.50**
Shadow Bat 30(KnightsEnd) 1.95/**1.75**

IMAGE

Reg. / Sale

Cyberforce II #6 (Silvestri) .. 1.95/**1.75**
Deathblow #6 (Sale art) 1.95/**1.75**
Maxx 9 (Sam Kieth art) 1.95/**1.75**
Pitt 5 (Dale Keown art) 1.95/**1.75**
Prophet 7 (Platt art) 1.95/**1.75**
Spawn 22 (McFarlane art) . 1.95/**1.75**
Wild CATS 11 (Jim Lee art) 2.50/**1.95**
Union #0 (Origin) 2.50/**1.95**
The untold origin of Union!
Violator 1,2 (Bart Sears art) . 1.95/**1.75**
All new! By Alan Moore & Bart Sears!
Youngblood 6 (Liefeld art) ... 3.50/**2.95**
Rob Liefeld returns to Youngblood!

MARVEL

Reg./Sale

Amazing Spiderman 392 . 1.50/**1.25**
Arnex 1 (All New!) 1.75/**1.50**
Blackcat 1,2 (All New!) ... 1.50/**1.25**
Blade 1 (Foil cover) 2.95/**2.50**
Blaze 1 (Foil cover) 2.95/**2.50**
Cable 14 (vs. D'Spayre) .. 2.00/**1.75**
Deadpool 1 (All New!) 2.50/**1.95**
Excalibur 80 (New story!) 1.95/**1.75**
Hulk 420 (Peter David) ... 1.50/**1.25**
Iron Man 2020 #1 (64 pgs) $6/**4.95**
Machine Man 2020 #1 ... 2.00/**1.75**
Marvels #0 (Painted art) . 2.95/**2.50**
Marvels Alice Cooper #1 .. 4.95/**3.95**
All new! By Neil (Sandman) Gaiman!
Marvels 1994 Swimsuit ... 5.00/**3.50**
New Warriors 50 ..... 2.95/**2.50**
Features a glow-in-the-dark cover!
Punisher vs. Archie #1 .... 3.95/**2.95**
Spiderman 49(Hobgoblin) 1.95/**1.75**
Spiderman Unlimited 6 ..... 3.95/**3.50**
Spidey: Arachnis Project 1 . 1.75/**1.50**
Spidey: Web of Doom 1 .... 1.75/**1.50**
Uncanny X-Men 315 ..... 1.50/**1.25**
Venom Vengeance 1(New!) 2.95/**2.50**
What If? 64 (48 pages) ... 2.00/**1.75**
Wolverine 84 (Kubert art) 2.00/**1.75**
X-Factor 105 (Mr. Sinister) 1.50/**1.25**
X-Force 37 (vs. Nimrod) .. 1.50/**1.25**
X-Men 35 (Kubert art) 1.50/**1.25**
X-Men 2099 #11 (Lim art) 1.50/**1.25**
X-Men Adventures II #7 .... 1.25/ **.99**

NEW CARDS

DC Master Series I Cards (Pack)**1.50**
DC Master Series I Cards(Box) **49.95**
All new 90 card fully painted series!
Box contains 36 packs (216 cards)!
Flair Marvel Universe I (Pack) .. **4.00**
Flair Marvel Universe I (Box) .. **89.95**
New fully painted super-deluxe series!
Box contains 24 packs (240 cards)!
Valiant Files I Cards (Pack) **1.50**
Valiant Files I Cards (Box) **39.95**
Completely new 120 card series!
Box contains 36 packs (288 cards)!

COMIC GIFT BAGS

Collector Grab Bag **$7**
10 very valuable comics! Lots of #1's!
Comic Surprise (20 comics) ... **$9**
Contains 20 different superhero comics!
Marvel Grab Bag (10 items) **$6.95**
Contains 10 different Marvel comics!
X-Men Grab Bag (5 comics) **$4.95**

ULTRAVERSE

Reg./Sale

Hardcase 13 ..... 1.95/**1.75**
Mantra 12(vs. Strangers) 1.95/**1.75**
Nightman 9(vs. Werewolf) 1.95/**1.75**
Prime 13 (48 pages) ... 2.95/**2.50**
Prototype 11 (vs. Glare) . 1.95/**1.75**
Rune 6 (Barry Smith art) 1.95/**1.75**
Sludge 9 or Solitaire 7 .. 1.95/**1.75**
Strangers 13 (Flip Book) 3.50/**2.95**
64 pgs! Ultraverse Premiere #4!
Warstrike 2 or Wrath 6 ... 1.95/**1.75**

VALIANT

Reg./ Sale

Armorines 4,5 (All new!) . 2.25/**1.75**
Archer Armstrong 26 ..... 2.75/**2.25**
Bloodshot 20 ..... 2.25/**1.75**
Chaos Effect: Omega 2.25/**1.75**
Art by Jerry Ordway & Bob Layton!
Dr. Mirage 11 ..... 2.50/**1.95**
Eternal Warrior 26 ..... 2.75/**2.25**
Harbinger 33,34 ..... 2.50/**1.95**
Hard CORPS 22,23 ..... 2.25/**1.75**
Magnus 40,41 ..... 2.25/**1.75**
Ninjak 6 ..... 2.25/**1.75**
Rai 25,26 ..... 2.25/**1.75**
Secret Weapons 13 ..... 2.50/**1.95**
Secrets Valiant Universe 2 2.25/**1.75**
Shadowman 29 ..... 2.50/**1.95**
Solar 37,38 ..... 2.25/**1.75**
Starwatchers 1 (New!) 3.50/**2.95**
All new series! Great chromium cover!
Starwatchers 2,3 ..... 2.25/**1.75**
Turok 15,16(Tim Truman) 2.50/**1.95**
Unity Volume 1,2 Trade $10/**7.95**
Each trade contains 4 chapters of Unity!
X-O Manowar 32,33 ..... 2.25/**1.75**

COMIC SUPPLIES

50 Regular Backing Boards . **$3.95**
100 Regular Comic Bags **$4.50**

ENTERTAINMENT THIS MONTH®

Box 470-E56CS
Gainesville, VA 22065
(703)-330-3500

1. Orders sent by June 2nd get a Free Batman/Punisher poster!
2. Orders begin shipping on July 1st! (Allow 3-6 weeks for shipping.)
3. The minimum order is $10.
4. All items are guaranteed to be new, Mint-Near Mint, condition!
5. Prices are per each issue or item!
6. U.S. add $3.95 for shipping. Canada $4.95, Foreign $7.95. (Free shipping for orders over $100!)
7. Add extra $1 for insurance.
8. Enclose check or money order. Payment in U.S. funds only.
9. Phone or fax credit card orders! Call 9-6 pm Mon-Fri (EST). Fax anytime to 703-330-6200.
10. Orders received after June 2nd, 1994 may receive limits on hot items & will ship in 3-6 weeks.

We reserve the right to update prices, limit quantities, & refuse any order. Not responsible for publisher delays! Ad expires 7/1/94. Send $1 for our new catalog after then! Thanks!

VISA · MasterCard · AMERICAN EXPRESS